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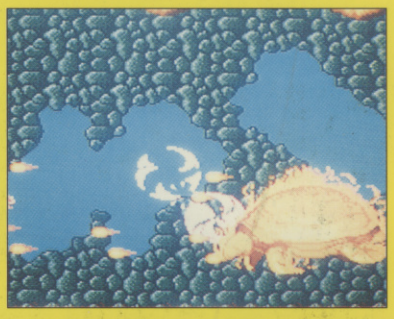
COMPLETE GUIDE TO CONSOLES

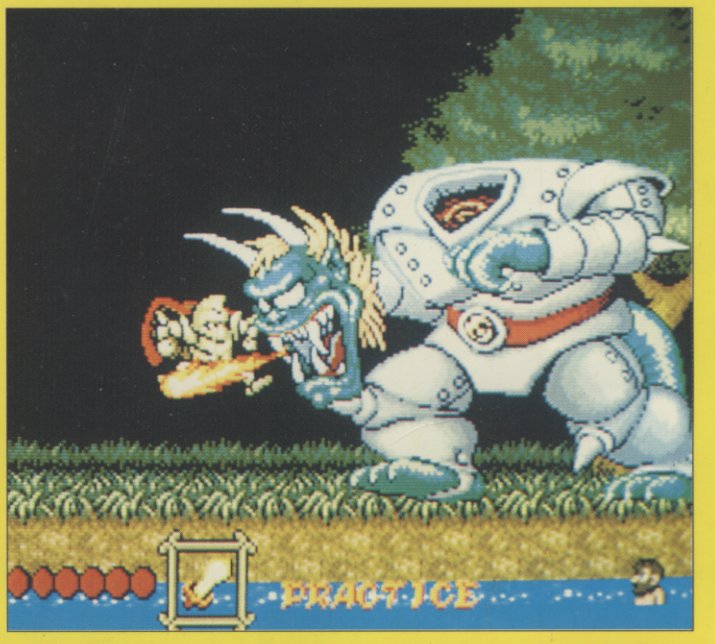
MEAN MACHINES

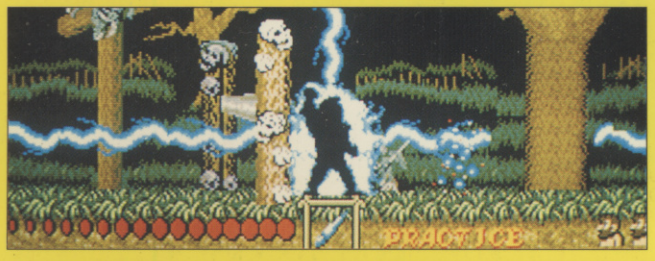
PC ENGINE MEGADRIVE SEGA NINTENDO
GAMEBOY LYNX KONIX 7800 COLECO VCS

EXCLUSIVE PC ENGINE REVIEWS



EXCLUSIVE! AMAZING PREVIEWS





MEGA TIPS SECTION!!!
LOADS OF EXCLUSIVE HINTS AND CHEATS!!!

OVER 300 CONSOLE GAMES REVIEWED!!!

WIN!!!

SEGA MEGADRIVES
NINTENDO GAMEBOYS
KONIX CONSOLE AND CHAIR
SEGA MASTER SYSTEMS
PC ENGINES

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Ten consoles reviewed in-depth - PC Engine, Megadrive, Konix, Sega, Nintendo, Game Boy, Lynx, Coleco, 7800 and VCS - to give you the definitive guide as to which machine best suits you.

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The first part of the tips section kicks of with tons of hints and cheats on just about every Sega game ever released. It's amazing!!

UK HIGHSCORES 31

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EXCLUSIVE RELEASE DATES 94

Wondering what software is coming up for the PC Engine, Megadrive and Game Boy? Wonder no more - we've got an exclusive product list from Japan which tells you exactly what software will be coming out on these machines over the next six months.

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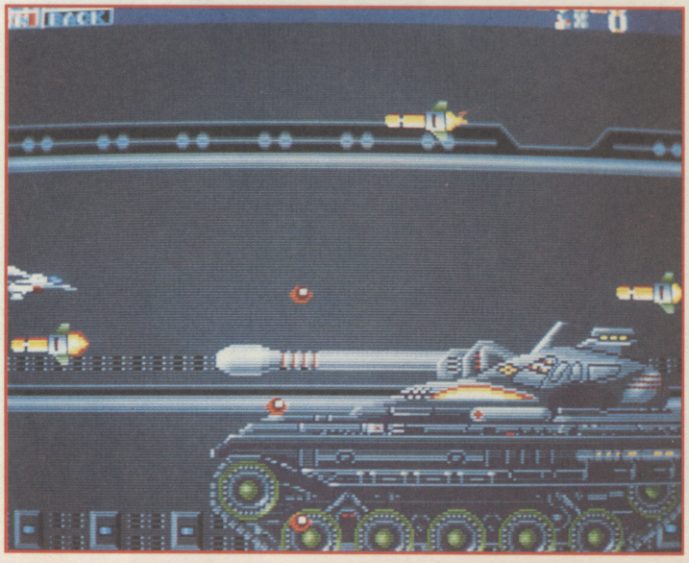
The giant tips section continues with loads of hints and cheats on the PC Engine, Megadrive and Nintendo. Fab!



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Win loads of PC Engines, Megadrives and Game Boys by dialling the Console Hotline - check out the details on page 93!

KONIX COMP 106

Go into the annals of history by winning the very first Konix console, and an ultra-posy motor-driven chair to go with it. This is a real mega-prize...

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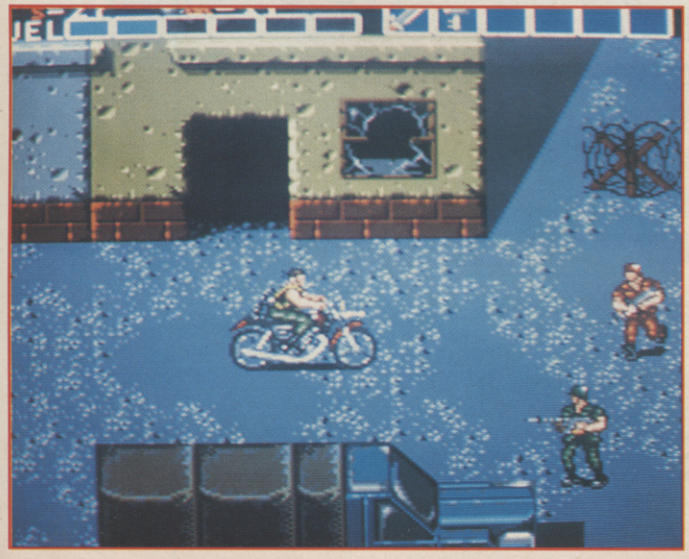

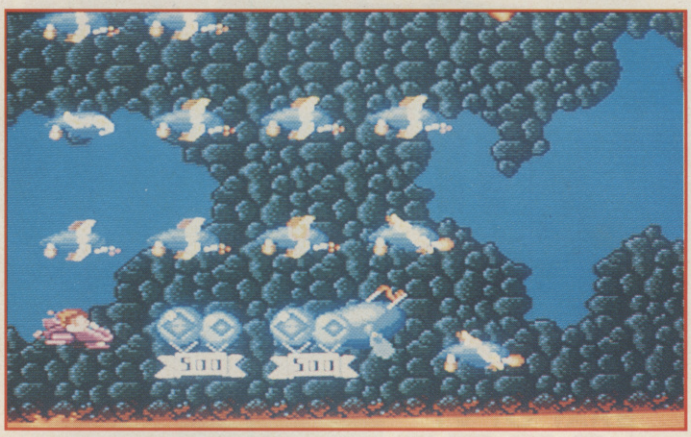

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The complete games guide is the most comprehensive list of consoles software ever written. There are 32 pages literally jam-packed with hundreds and hundreds of mini-reviews of just about every game available on the PC Engine, Megadrive, Sega, 7800, Coleco and VCS. Each game is rated separately, so you know exactly which software is the best for your machine.

WELCOME TO THE CONSOLES MEGABOOK

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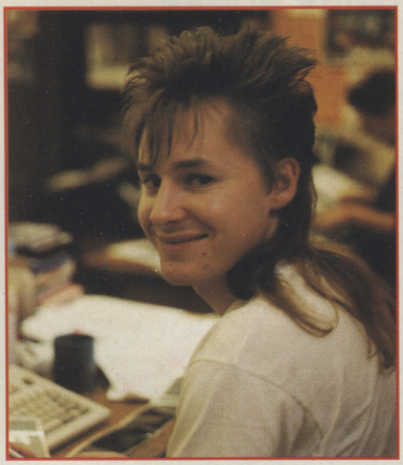
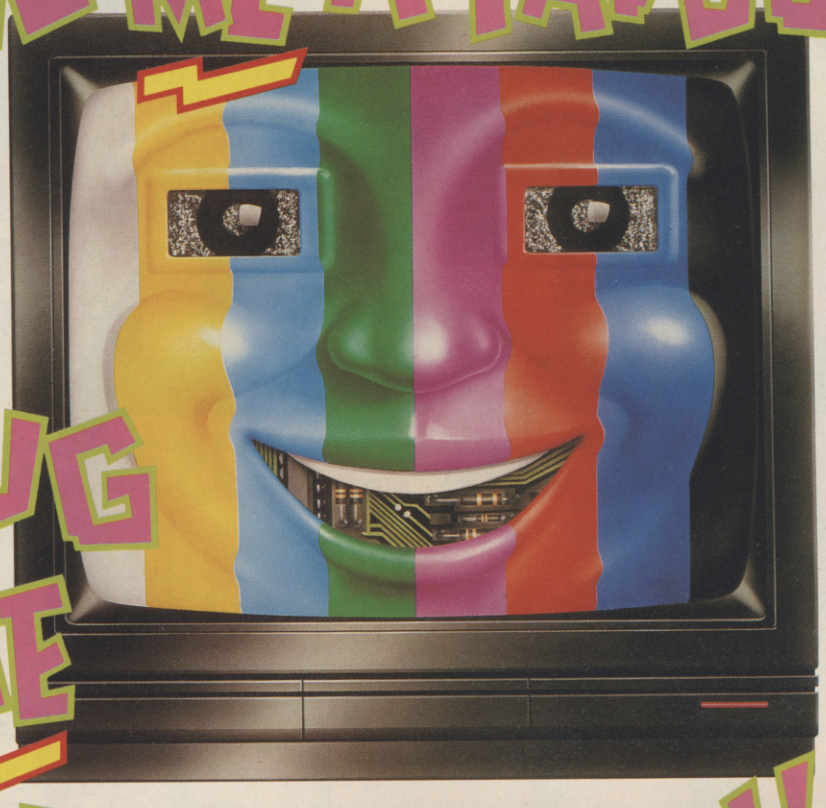


Welcome to the C+VG Complete Guide to Consoles, the biggest and the best consoles book yet seen. It's got everything you need to know about consoles - reviews of machines, hundreds of reviews and previews of games, tips and of course lots of competitions - and we've got some amazing prizes for you to win, including several PC Engines, Megadrives, Game Boys and a Konix console with chair!!!

The C+VG team and I have thoroughly enjoyed putting together this book (if working lots of late nights and rampaging around doing ten things at once can be called fun) - we'd like to hear your comments - write to C+VG CONSOLES BOOK, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. If you give us enough encouragement, you never know - this could be the first of many...

Read and enjoy - I'm off to bed!

"DO ME A FAVOUR...



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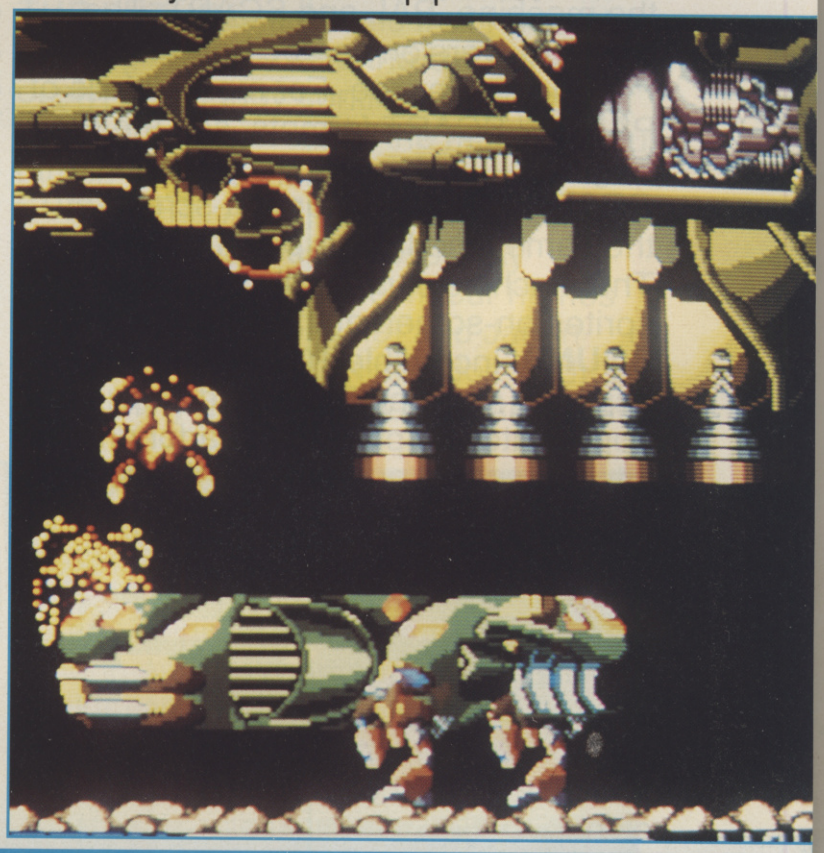
COMPLETE CONSOLES GUIDE

THE FOLLOWING TEN PAGES ARE DEVOTED TO IN-DEPTH REVIEWS OF CONSOLES WHICH ARE CURRENTLY AVAILABLE ON SALE EITHER IN THE SHOPS OR VIA MAIL ORDER. EACH MACHINE IS EXAMINED USING THE SAME CRITERIA TO MAKE IT EASY FOR YOU TO DECIDE WHICH MACHINE BEST SUITS YOU.

PC ENGINE

MACHINE: PC ENGINE
SUPPLIER: Various mail order outlets - check the adverts in this book. No official UK launch date as yet.
PRICE: From around £170 upwards.
COMMENTS: There are two versions of the machine, PAL and SCART. The PAL versions are specially converted to work with any UK television set - the best versions of these by far are available from PC Engine Service and Mention Technical Services. The slightly cheaper SCART versions only work if you have a television or monitor with a SCART or EUROCONNECTOR. Most televisions don't have them - if yours hasn't, buy a PAL version.
GRAPHICS: 16 colours on-screen at the same time from a pallette of 512. The machine can handle up to 64 sprites on-screen simultaneously.
SOUND: Excellent 6-channel stereo. Best appreciated by buying an Audio/Visual Booster (around £20) which lets you connect the machine up to a Hi-Fi.
PROCESSOR: Custom 6502 LSI running at around 7.2 Mhz.
PERIPHERALS: Turbo joypads with autofire, proper joystick, Audio/Visual Booster, two, three and five-player multi taps which let up to five players play cer tain games simultaneously, CD-ROM Player, graphics pad and printer (coming soon), battery-backed RAM which lets you save game positions (coming soon).
THE GAMES: Loads of extremely high quality games across a broad spectrum of genres. There are also plenty of big-name arcade conversions of extraordinarily high quality, often even better than UK 16 bit home computer versions
THE FUTURE: Massive support from Japanese software houses means that there will be a constant supply of very high quality games and coin-op conversions over the coming years.
SUMMARY: The PC Engine is a stunning games machine and is supported by a massive range of fantastic games, with many others in the pipeline.



SEGA MEGADRIVE

MACHINE: SEGA MEGADRIVE
SUPPLIER: Various mail order outlets - check the ads in this book. Should officially be launched in the UK by Sega sometime next year.
PRICE: Around £220 and upwards.
COMMENTS: There are two versions of the machine, PAL and SCART. The best PAL version can be bought from PC Engine Service. For more details of PAL and SCART formats, see the PC Engine.
GRAPHICS: 64 colours on-screen at the same time from a palette of 512. The machine can handle up to 64 sprites on-screen at the same time.
SOUND: Incredible 10-channel stereo using an modified FM sound chip, best appreciated by plugging headphones into the socket on the front of the machine.
PROCESSOR: 68000
PERIPHERALS: All in the pipeline at the moment are a Modem which lets you play certain games over the phone, a keyboard, disk drive, graphics tablet and, best of all, an adaptor which lets you play all 8 bit Sega games on the machine.
THE GAMES: Currently a small library of very high quality games and conversions are available, but Japanese and American software houses have pledged support for the machine. When the Master System Adaptor arrives, you'll be able to play all 8 bit Sega games, and although they're graphically and sonically inferior, some of them are extremely playable.
THE FUTURE: Plenty of original games and coin-op conversions are in the pipeline. Because it's a Sega machine, you're almost guaranteed a conversion of every new Sega coin-op.
SUMMARY: With incredible specification and enormous potential, this is one of the hottest games machines available.

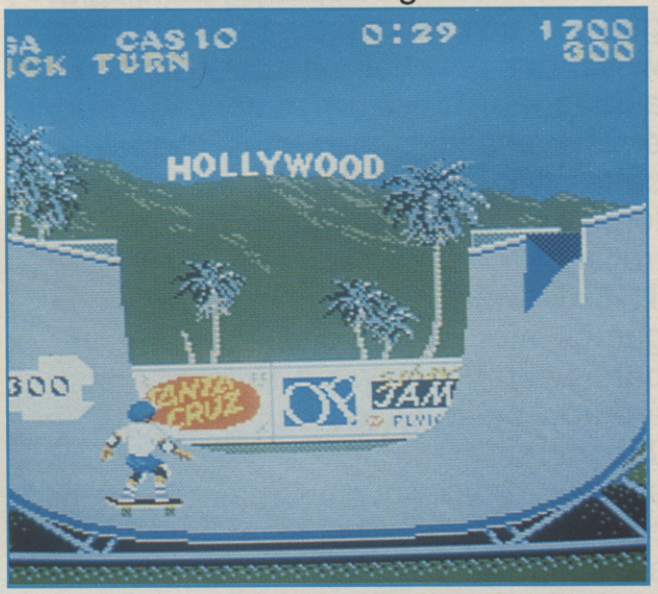
NINTENDO

MACHINE: NINTENDO
SUPPLIER: Available now from high street shops.
PRICE: £99.95
COMMENTS: None.
GRAPHICS: Eight colours on-screen at the same time from a palette of 53.
SOUND: Reasonable five-channel mono.
PROCESSOR: 6502 running at 1.8 Mhz.
PERIPHERALS: Proper joystick, light gun and a very limited interactive robot which has now been dropped in the US and Japan. There are many extra peripherals available in the states, including arcade-style video cabinets, inflatable motorbikes (!) and all manner of game controllers.
THE GAMES: A limited range of older games is currently available in the UK, but newer and far more exciting ones are now being released. In America and Japan, the range of Nintendo games is second-to-none, with virtually all major coin-ops converted to the machine, and a plethora of original titles. While the Nintendo might be graphically and sonically weaker than the PC Engine and Megadrive, many of the games make up for this with their supreme playability.
THE FUTURE: It seems that Nintendo are beginning to take the UK market seriously, and if they continue to release new games over here, the machine's future in the UK should be assured.
SUMMARY: A old, but neat console which although being absolutely massive in the US (one in four homes has a Nintendo console) and Japan (well over 15 million Nintendos sold), is only slowly gathering momentum in the UK.

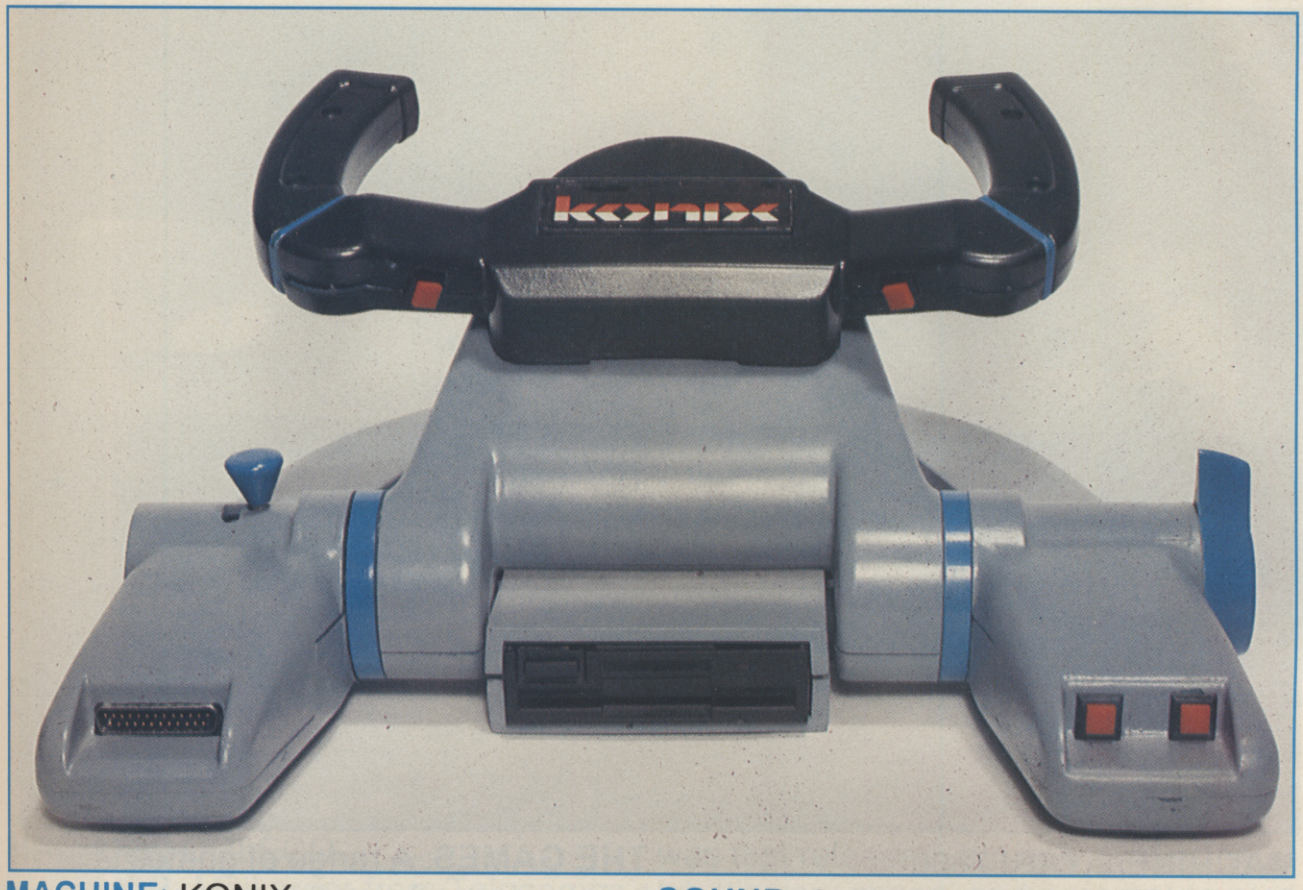
SEGA MASTER SYSTEM

MACHINE: SEGA MASTER SYSTEM
SUPPLIER: Available in high street shops around the country.
PRICE: From £79.95.
COMMENTS: None.
GRAPHICS: 16 colours on-screen at once from a palette of 128.
SOUND: Limited three-channel mono.
PROCESSOR: Z80
PERIPHERALS: 3D glasses, light gun, proper joystick and rapid fire unit.
THE GAMES: Large selection of big-name coin-op conversions and original games which range from average to extremely good.
THE FUTURE: We should still expect a supply of games from Japan and the US, but reports from both countries state that Sega programmers are beginning to turn towards the Megadrive in a big way.

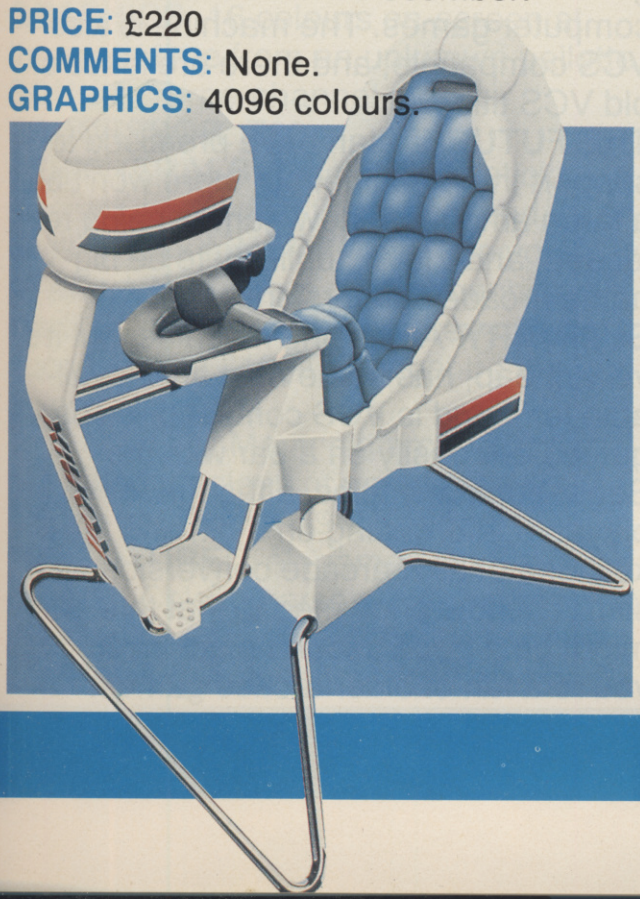
SUMMARY: The Sega is currently Britain's most successful console, and its user base should get even bigger this Christmas. It's a decent enough games machine, but has a very worthy successor in the form of the Megadrive.



KONIX

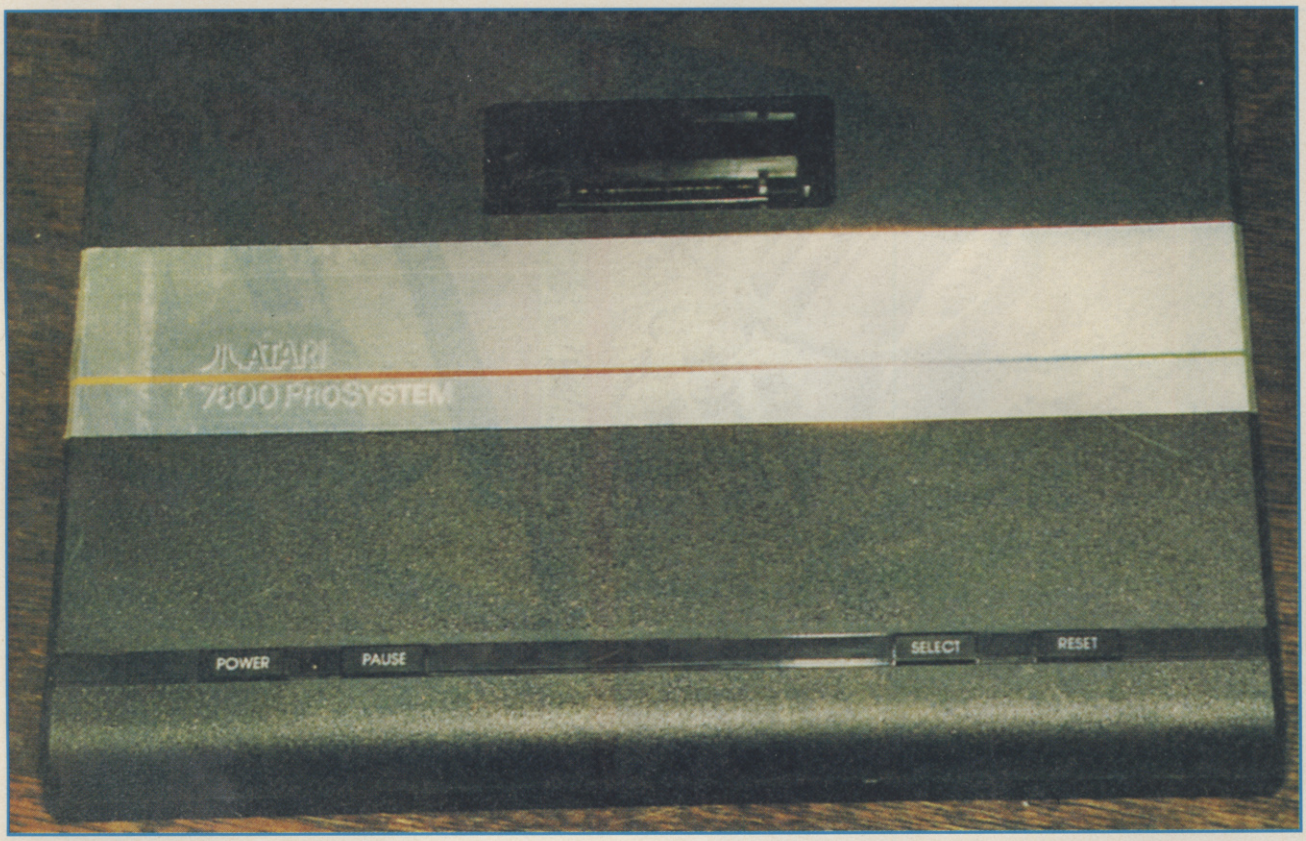


MACHINE: KONIX
SUPPLIER: Should be available in specialised stockists from December.
PRICE: £220
COMMENTS: None.
GRAPHICS: 4096 colours.

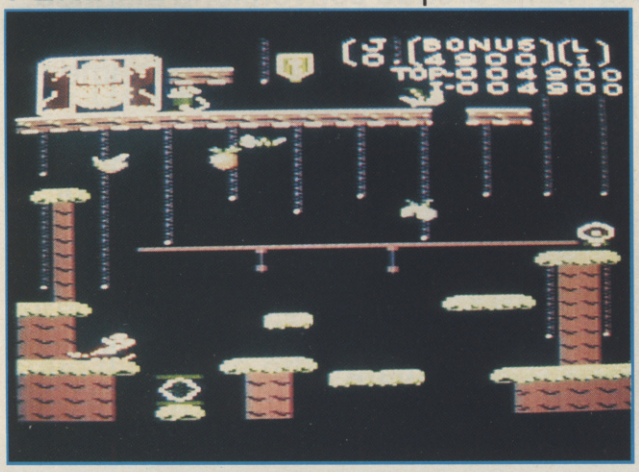


SOUND: Amazing 25-channel stereo sound which is best appreciated using the headphone socket on the back of the machine.
PROCESSOR: 68000
PERIPHERALS: Innovative, but expensive moving chair.
THE GAMES: Surprisingly, there are no big-name arcade conversions planned, instead we're only likely to see improved versions of older UK computer games in the foreseeable future.
THE FUTURE: Very difficult to say at present - it all depends on whether or not software houses decide to support this machine in a big way.
SUMMARY: A beautifully designed console with impressive specifications, but at present software support is very limited.

7800



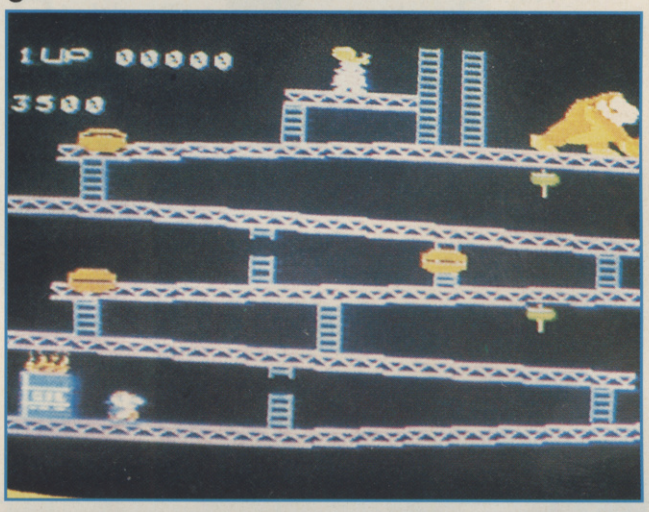
MACHINE: ATARI 7800
SUPPLIER: Available very soon in most high street electrical stores.
PRICE: £70
COMMENTS: None
GRAPHICS: 16 colours on-screen at the same time from a palette of 256.
SOUND: Three-channel mono.
PROCESSOR: 6502
PERIPHERALS: None at present.



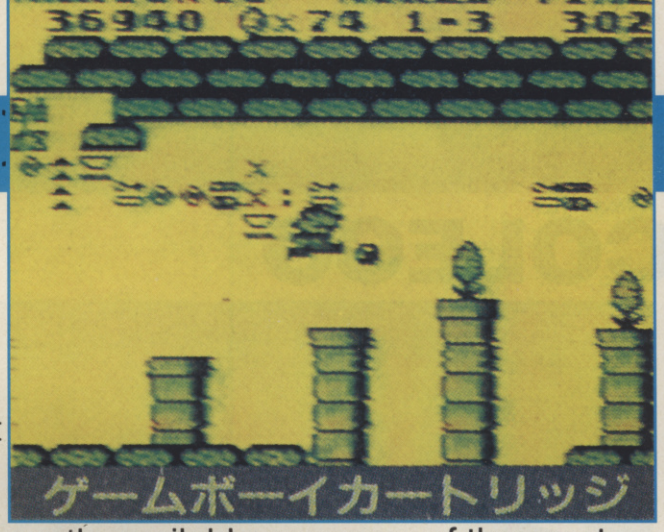
THE GAMES: A range of games is being released simultaneously with the machine, all conversions of older arcade games and versions of old Atari/C64 computer games. The machine is also VCS compatible, and there are loads of old VCS titles.
THE FUTURE: Atari have promised to support the machine, but there won't be a large amount of new games being released, and they're unlikely to be big-name arcade conversions.
SUMMARY: An ageing machine, but it's very cheap, has some neat titles available for it and is VCS compatible. The games are easily on a par with the Sega, but many titles, although playable, are getting on a bit, and the likelihood of new arcade conversions are slim. The low price means that this might be a good second machine if you're a fan of older arcade games.

COLECO

MACHINE: COLECO
SUPPLIER: Mail order from Telegames
PRICE: £59.95
COMMENTS: None
GRAPHICS: 16 colours on-screen at the same time from an unknown pallette.
SOUND: Three-channel mono.
PROCESSOR: Z80
PERIPHERALS: Trackball, joysticks, steering wheel with foot pedal and, best of all, a VCS adaptor which lets you play all Atari VCS games on the machine. Incredibly, this unit has been recently reduced to only £10! This must be the bargain of the year!!
THE GAMES: Many old arcade conversions and versions of popular computer games from the 1979-84 period.
THE FUTURE: Telegames stock a wide range of Coleco games, but there are no new titles being developed for it.
SUMMARY: A decent machine when it was first released, but now getting on a bit. It's very cheap, and so is its large range of software, but new titles are virtually non-existent. Still, if you've got spare cash and enjoy playing classic old arcade and computer games, this isn't at all bad as a second machine. And that VCS adaptor is an absolute bargain!



GAME BOY



MACHINE: GAME BOY

SUPPLIER: Mail order only - check the adverts in this book. No official release date yet, but rumours are circulating that it could be very soon indeed.

PRICE: Around £70 (including free copy of Tetris)

COMMENTS: None

GRAPHICS: Monochrome. The LCD screen is very effective, and is large enough to let you play as long as you like without inducing any eye-strain what soever.

SOUND: Great four-channel stereo sound best appreciated by plugging the supplied headphones into the socket on the side of the machine.

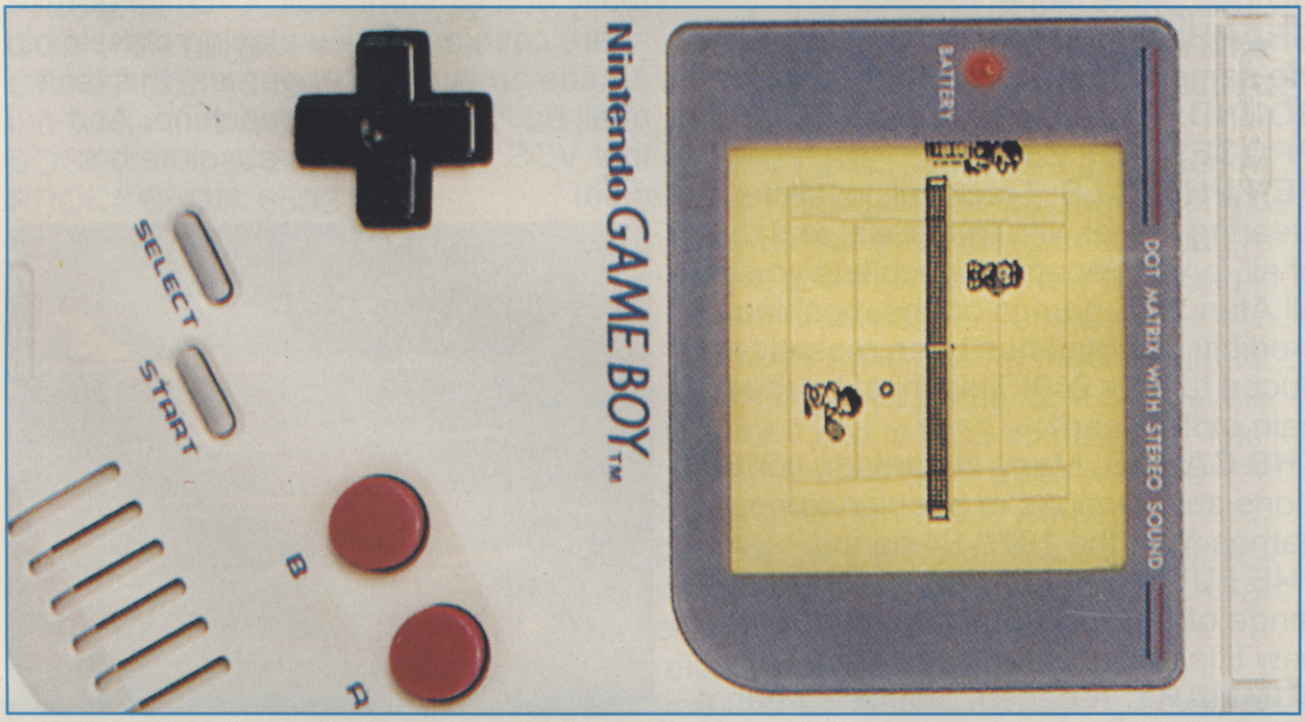
PROCESSOR: Rumoured to be 6502-based, but unconfirmed.

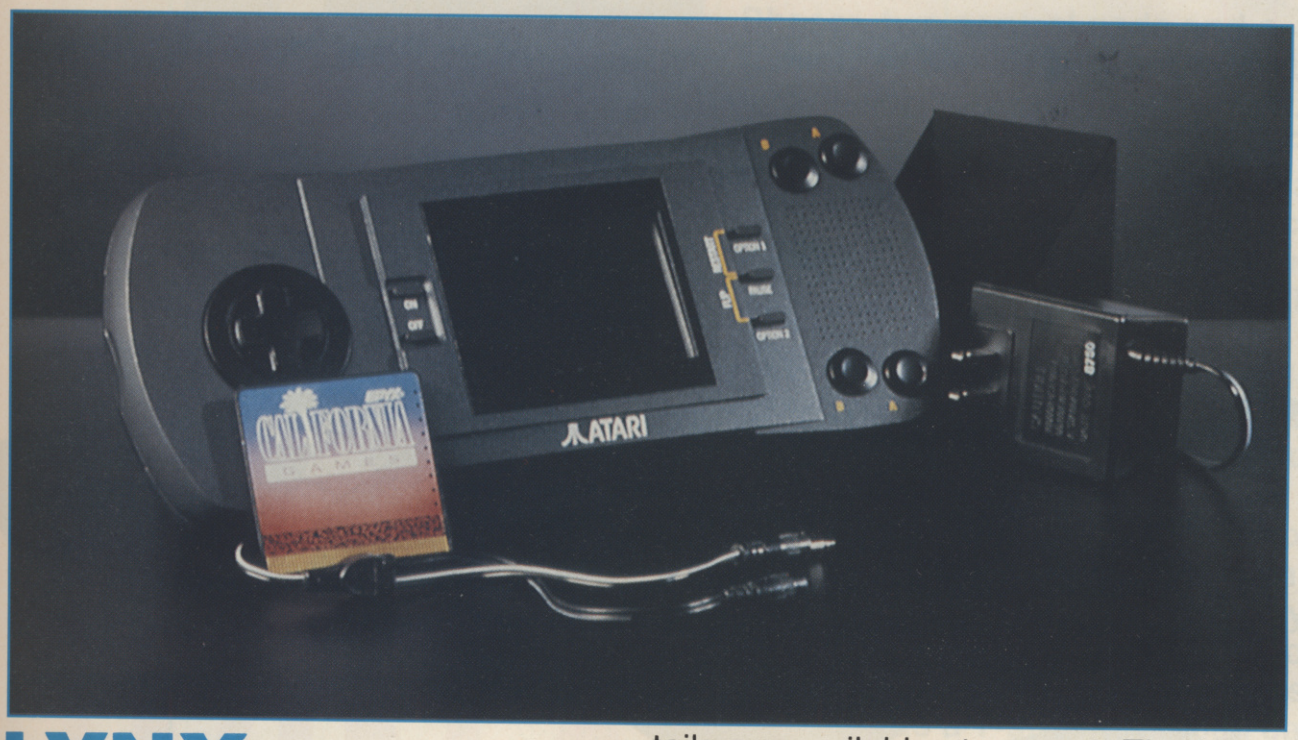
PERIPHERALS: Neat carrying bag, two-player link-up which lets two players play simultaneously, battery pack and mains adaptor.

THE GAMES: Plenty in the pipeline. Almost without exception, the games currently available are some of the most playable we've ever seen - they're simply fantastic.

THE FUTURE: The Game Boy has already sold 5,000,000 units in Japan, and software companies are queuing up to develop games for the machine. There are well over 50 titles currently in development, and many more on the drawing board.

SUMMARY: An incredible machine. While it's technically nowhere near as good as the Lynx, it's half the size, has massive software support and is far cheaper. Because it literally slips in your pocket you can take it anywhere - play it on the train, at the bus stop, in a car... (even on the toilet! - **JR**). If you've got the cash, this is a must.





LYNX

MACHINE: ATARI LYNX

SUPPLIER: The Lynx, originally called the Advantage, should be available mail order by Christmas - keep checking the adverts in Computer and Video Games magazine. Atari are working on releasing it over here sometime next year.

PRICE: Around £200

COMMENTS: None

GRAPHICS: 16 colours on-screen at once from a pallette of 4096. The machine can handle up 1024 sprites at once. The LCD screen is large and doesn't strain the eyes.

SOUND: Great four-channel stereo.

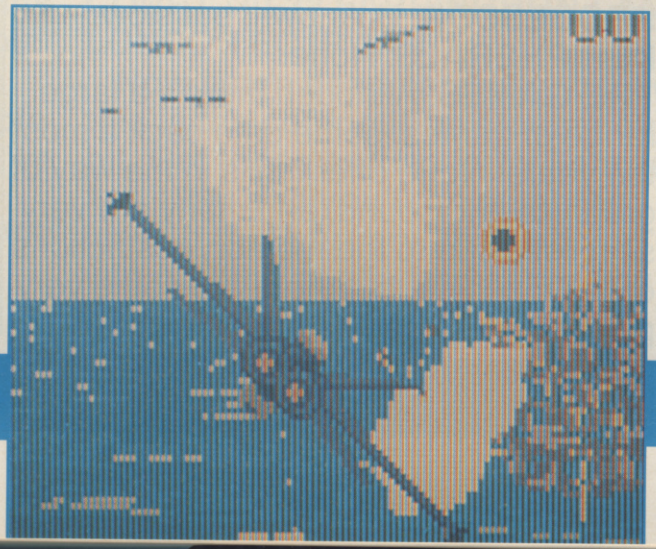
PROCESSOR: 6502C running at about 4Mhz.

PERIPHERALS: None announced as yet.

THE GAMES: Only eight games are currently available for the machine, all from Epyx, who originally developed the console.

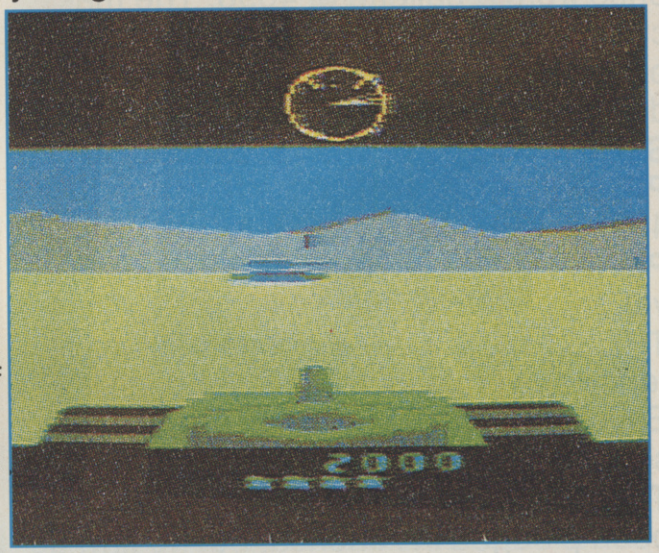
THE FUTURE: Software support has been pledged in America, but no firm details are available at present. The Lynx has the potential to produce incredible games - let's hope they're developed.

SUMMARY: The Lynx is a remarkable machine which is capable of producing ST and Amiga quality games. Its three negative points are the current high price (although when Atari release it over here it might be nearer £100), its incredibly short battery life - only 2-3 hours of play compared with the Game Boy's 20 and that it's a little too large - it's nearly 12 inches long, four inches wide and an inch thick - to be truly transportable. But if software houses support the machine, it has the potential to become one of the hottest games machines of the 1990's.



VCS

MACHINE: VCS
SUPPLIER: Can be found in many high street shops, although stocks are limited
PRICE: Can be bought for as little as £30.
COMMENTS: None
GRAPHICS: Four colours on-screen at the same time. The machine runs at a very low resolution, so graphics tend to look very blocky.
SOUND: Three-channel mono.
PROCESSOR: Unknown, but slow.
PERIPHERALS: None.
THE GAMES: Although there's a large range of games, some date back almost ten years! None offer thrills in the way of graphics and sound, and many are very simplistic due to the memory restrictions of the machine, but there are some very playable VCS games nonetheless.
THE FUTURE: No new titles are planned.
SUMMARY: The cheapest console money can buy - you can pick them up second hand for next to nothing! The unsophisticated nature of the games means that this is an ideal machine for young children.



WIN A SEGA

OK, you've read the rave reviews and you've seen just how gaga we get about the Sega. So, how would you like to win one of these fab 'n' triff cutey-poo machines in our Mega Competition?

You would? Well then, glue back your lugholes and staple your eyelids open, because this compo is for you. Because of the generosity of those luvly luvly Virgin Mastertronic people (Official Sega Distributors Inc.), we've got some real goodies on offer.

For a start, you can win one of FIVE SEGAS. Top prize is the SEGA SUPER SYSTEM (3D specs, Light Phaser, two control pads and a game). This is closely hounded by two slaveringly good second prizes of the SEGA MASTER SYSTEM PLUS (Light Phaser, two control pads and game). And last, but by no stretch of the imagination least, we have two dead hard SEGA MASTER SYSTEMS to almost literally chuck at you.

And if you thought that was all, you're a fool, because there are also 10 runners-up prizes of the game that's currently tops in the Sega stables - CALIFORNIA GAMES. If you're so unlucky that you don't win any of these, you could get your grubby palms on 20 consolation prizes of a SEGA GOODY BAG, containing such wonders as a T-shirt, baseball cap, tattoos and the like.

So what have YOU got to do to be head honcho in the prize-winning stakes? Well, it's so simple that you'll feel insulted, you really will. To win, you've first got to answer these questions...

1. Is the Sega Master System an 8-bit Machine or a 16-bit Machine?
2. How much does a Sega Super System cost in the shops?
3. What colour is the Sega Megadrive machine?

...and then stick the answers on the back of a postcard, addressed to: GAGA SEGA CONSOLE COMP, C+VG (CONSOLES MAG), PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

Now listen dead carefully, because this is the competition closing date bit. Get those entries in by February 1st, 1990 and you'll be laughing; leave it till February 2nd and you'll win nothing at all - and serve you right.

AS YOU WOULD EXPECT WITH THE BEST EVER CONSOLES MAG, WE'VE GOT THE BEST EVER CONSOLES TIPS SECTION. PAGES AND PAGES OF AMAZING CHEATS, HINTS AND TIPS ON SEGA, MEGADRIVE AND PC ENGINE GAMES. HERE'S WHERE THEY START...

MEGATIPS

ACTION FIGHTER

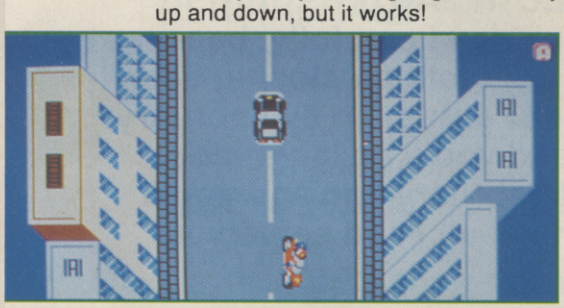
On the name entry section, type in **SPECIAL** to make you bullet proof and give you an extra three lives when the timer runs out.

Another useful tip is to get rid of the helicopter when driving the car: simply turn into a motorbike and back - it'll disappear.

AFTERBURNER

As many of you Afterburner pilots have noticed, you can get from levels 1 to 12 without getting hit by holding the joystick in a diagonal position (but keep firing off everything you've got and dock with the tanker for those hit-counts - you should be able to get an extra life by stage 12).

From stage 12 onwards, however, this method doesn't work. Instead, at the beginning of stage 12 climb as high as possible, and as soon as you see the first missiles launched towards you, dive as low as possible. You can outfire and out-climb the missiles, which disappear off the top of the screen. Then stay down until the next lot of missiles appear and repeat as before - except climb hard. If a missile does manage to follow you, dodge it by going up or down, and then in the opposite direction as it gets close to you. You may find yourself going continually up and down, but it works!



ALEX KIDD IN MIRACLE WORLD

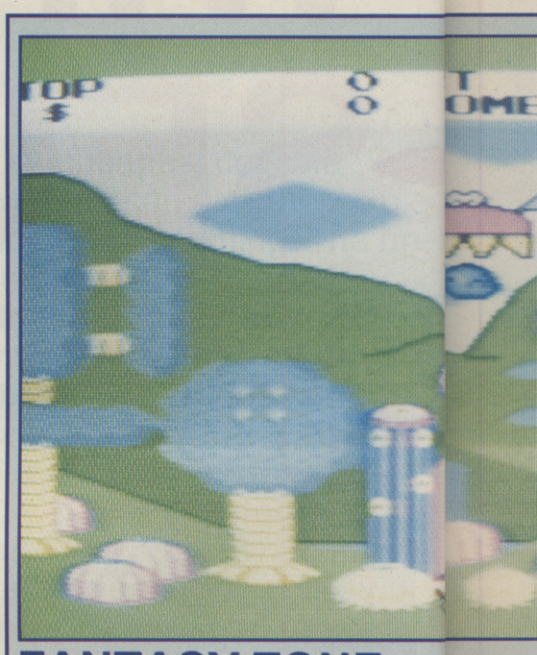
When the Octopi appear in Lake Fathom, kill the first one and sit on its bowl. Keep tapping down to enter a bonus sheet. To continue the game, push up and press button II eight times. Note that Alex must be in possession of at least 4000 for the continue option to work.

ALIEN SYNDROME

Speed is of the essence in this game. Try and get in and out of each room as quickly as possible. Also, clear the rooms methodically in an order that you repeat in every game. This way it's easier not to get lost. Only use the warp in emergencies or if you've rescued everybody and you're far from the exit - otherwise it disorientates you.

Collect all the weapons and options, but not the N signs - they return your weapons to the initial pea-shooter gun you start with (which is useless). Also, contrary to the advice given in the instructions, the laser is better to kill the end-of-stage guardian than the flamethrower. You have to be more accurate, but you can fire from a greater range, making it easier to dodge his bullets!

Another tip - ALWAYS shoot the little green faces if possible - their bullets have a tendency to sneak up unnoticed.



FANTASY ZONE

ROUND ONE: PLALEAF

At about $2000 a SHOP sign appears. If you've got the maximum dosh wad of $2200, buy big wings, jet wings, jet engine, laser, wide beam and twin bombs. Use the wide beam and big wings and the end of level monster can be defeated with ease.

ALTERED BEAST

To continue the second time press the lower left diagonal D-button and both buttons. To continue the third time press the lower right diagonal and both buttons. The fourth and final continue can be achieved by pressing the upper right diagonal and both buttons.

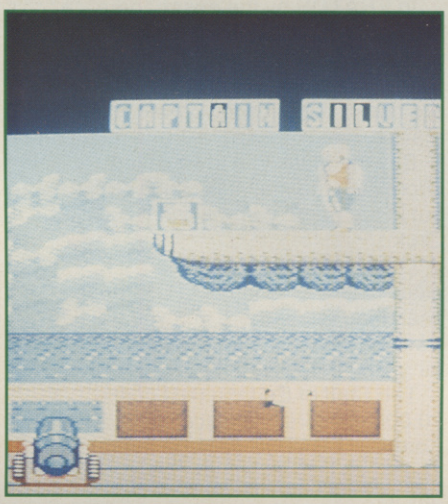
BLACK BELT

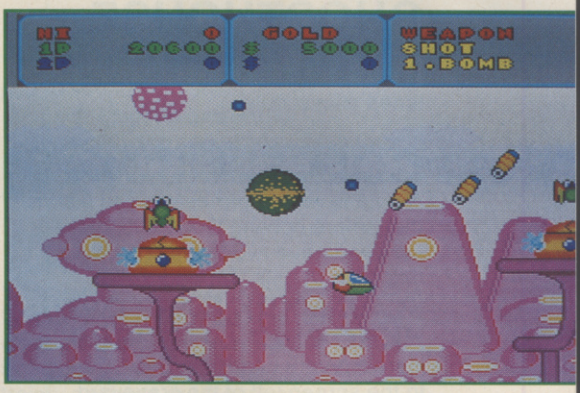
When you come to the opponent in the room with the picture here's how to beat him. Trap him in the corner of the screen and duck and punch him in the stomach. Once his power is used up comes the confusing part - how can a man with no power fight back? We don't know either, but after you complete the next move he won't be fighting back. When he jumps up and tries a flying kick to your head, copy him. If you make contact he stops dead in mid-air - and then and only then can you beat the hell out of him.

This other cheat has been printed several times in different mags, but none seem to explain it properly. Press fire on the title screen to start the game. The usual red screen showing lives and levels should appear. When this screen flashes off for a second, press RESET before the game screen comes up. Things will go a bit messy, but sort themselves out later. Now you can have a whole load of kung-fu fun and frolics.

CAPTAIN SILVER

To utilise the continue option, push up and press both buttons at the same time. This works on all levels past the first one, and restarts the game at the start of each level.





CHOPLIFTER

On the second stage, fly behind the battle ship, fire and up comes Jaws!

On level 3, travel backwards past the lava pit.

Shoot the first enemy rocket base several times, and after a while Superman appears. The prisoners will now run twice as fast. Wheee!

ENDURO RACER

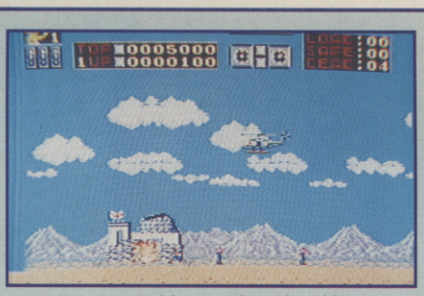
If you want to jump levels, on the title screen press RESET, then UP, DOWN, LEFT, RIGHT on control pad I. You can now choose the round you want to play.

ROUND TWO: TABAS

If you are good don't enter the shop - save up your wad. This level is dead easy with Big Wings, Twin Shot and Turn Bomb. Aim between the gaps on the monster.

ROUND THREE: LA DUNE

Enter the shop and buy a turbo engine, seven-way and heavy bombs. Use seven-way, big wing and save one heavy bomb for the end of level monster - get under the bottom gun and drop a Heavy Bomb.



ROUND FOUR: DOLIMICCA

Enter the shop and buy seven-way fire and three fire bombs. Run along the bottom firing seven ways and when you're near a base, whack out a fire bomb. When you encounter the monster, if you have seven-way fire, get in its mouth and fire like hell. If you have a laser, hang back and aim for the tongue.

ROUND FIVE: POLARIA

Enter the shop and hopefully you can buy your rocket engine, seven-way and top up your heavy bombs. Now you use big wings, seven-way and heavy bombs and you'll have no problems. On the Big Snowman just watch for those bullets.

ROUND SIX: MOCKSTAR

If you have the cash, buy loads of heavy bombs and a few lives, then just go out and blast away - but watch out for sneaky bullet-firing aliens. When you meet the turtle, use seven-way and get near to the head and blast it fast. You can kill it on its first appearance with practice.

ROUND SEVEN: POCARIUS

Keep topping up your heavy bombs and use big wings and seven-way. This level is relatively easy and you should get loads of cash. When you encounter the monster, get on the ground and dodge as it closes, and turn and fire as it combines, keep doing this and it dies.

ROUND EIGHT: SALFAR

Use big wings, seven-way and heavy bomb and follow the instructions already mentioned. On the 8th monster make sure you have big wings, seven-way and one heavy bomb. The first few snakes die easily. Hang back when the up and down snakes come. For the last snake, get to the top of the screen and it'll head straight for you. As it heads up to you, drop your heavy bomb and the mission will be complete.

A very handy tip to remember is that if you buy all the engine parts, your weapons never run out!

GHOSTHOUSE

Punch the light bulbs to freeze all the characters on screen. This works three times a level only.

GOLVELLIUS

A note to remember before you start is that before fighting Golvellius, make sure you have two types of Mea. Use this code to help you out:

5LAW MKRK MAFB QPZU
HKBC EEL7 LJT7 DSCH

Here's a very handy tip. Start, then go to the screen left of the graveyard (though the river), and down from the screen of water (in the pine forest). There should be loads of spinning white things there. Make sure you've got both Mea, and deliberately get killed. Your number of lives should be replaced by a graphic, and you'll be invincible. Hurrah!

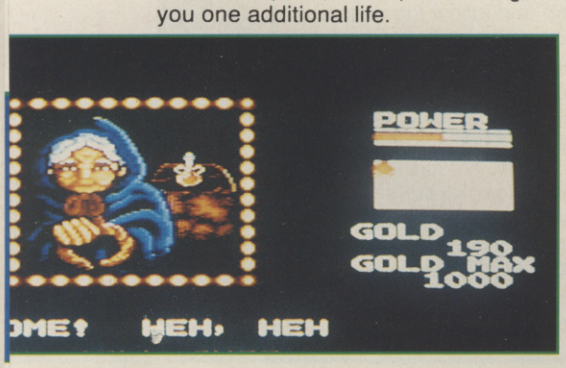
KENSEIDEN

Climb big Buddha and push up for a secret screen!!!

If you want to access the round select feature, turn off the Sega, press and hold button I and II, then turn the system back on and continue to hold buttons I and II down until the title screen with the figure appears. Release buttons I and II and press the top left hand corner of the directional pad and button I. Round select followed by a number will appear. You can select the level with the directional pad and push either button I or II to start the game.

The game offers training sessions (rounds 5,6,8 etc.). Use these sessions before you begin to battle the levels. If you are able to get through these training sessions, you will not only be ready to fight the warlocks, but you'll receive lots of energy and possibly even an additional life!

There's a hidden item on round four - take the stairs in this round all the way up four levels. On the very top level in the upper right corner on a platform is a Kokeshi (wooden doll). This will give you one additional life.



MIRACLE WARRIORS

First defeat the skeleton knight in the woods above Kadmos. For a special storm ship go up to the-top left of the map and you will find a village in the centre of the lake (to get it you must have Treo). The storm ship will help you cross the stormy seas of AREOS.

You can find feathers in any town or village.

In ERATOS by the desert there's a monument. Walk over the square and press the button II and you will go inside a cavern. Now search for a treasure chest, open it and you will find a mantle.

Buy the Mask in a town called Orcho. On the map it is called Orcho but in the game you will find it is called Oruk.

Look on the map, and there's a place called Iphis in ERATOS. Keep searching round there and you will find a village where a man will want 50 fangs for 1 stone.

The Staff of Earthquakes costs 10,000 guilders in a place called Karme in ERATOS (look on the map). There is a little village there where you buy it.

The White Sphere costs 1000 fangs, found in the top desert in AREOS.

The Key of Heaven is in AREOS at the mountains. At the bottom of the island there is a single yellow desert square, walk over this and press button II, select Iason spell. Search the cavern until you find a treasure chest, open it and fight a strong monster. If you win you will now have the key of heaven.

You can find KOSMA by looking on the map. There is a place called Austel in the land called MARULA. In Austel by the mountains there is a village, go into the village and Kosma will be there. She tells you that you need three companions - you have to search for

them. Their names are Guy, Medi and Treo, but the last one may be called Turo in the rule book.

In MARULA there is a placed called Crytygia. In the woods down at the bottom there is castle. When you have 300 fangs, go there and trade for the king's axe (called Iris). Then go to a place called Baton in MARULA, and there's a town - go to the lady that heals you and select the spell, "Awake giant". Then Guy joins you.

To the left of Kallipolis in the mountains there is a cave. Enter and kill the monster. Then go to a town called Doris in ERATOS, and there is a

MY HERO

When you come to fight the end of screen yob, only use kicks to the head and don't get trapped in the corner of the screen. Using the kicks to the head you will beat him faster; and the faster you beat him the more lives you collect.

When you fight Mohikan, use the punch or the high kick only, and afterwards you'll get an extra life as well as the one you get normally.

QUARTET

When you encounter the end of the level by the monster, crawl under the ledge and shoot the end 10 times and a jar will appear. Collect this and you will get 10,000 energy points.

When you destroy the end of stage monster, return to the beginning of the level, where you will see an explosion - collect the power pill and you will get an extra 5,000 points.

LEVEL TWO

Shoot the first Maback six times, collect the jar and you will be invincible for a while.

dancer in a blue roofed house. Go there, select the spell "Awake Giant" and then Medi joins you.

Down at the bottom right hand corner of the map there is an island called Ikaros. On that island is a cave - enter and fight the monster. If you defeat the monster go up to a place called Iphis where there are a lot of mountains. In the middle is a lake with a cave in the centre. Go to the cave and you will see Treo and you can free him.

Medi can open any lock. In the woods of ARUKAS live liphants - if you kill these you will sometimes have sacred nuts because the liphants feed on them; these can be used to hurl at people.

At a place called Julus below the town of Orcho (look on the map) there is a monument. Stand on that square and press the number II button. You will now be in a cavern; search the cavern for a treasure chest, open it and you will then have 100 fangs.

If you defeat the knight on the path between Kadmos and the forest above it you get a sword called Turos, which Guy can wear.

In ERATOS there is a castle called Elatoria. If you have 300 fangs you will be able to trade for a sword called Eros for Medi (but you must have Medi to get it).

At a place called Kallipolis at the top of the map there are some mountains below to the left. There is a cave there - when you enter you have to fight a monster; if you defeat it you will get some armour called Kronos.

To the left of a place called Phrixos in ERATOS there is a wood. By the wood there is a cave - go in and fight the monster. If you defeat him you have the armour for Medi, but you must have Medi to get the armour which is called Athena.

Defeat the monster in the cave at the island Ikoros, then you will have a shield for yourself.

LEVEL THREE

Shoot the entire wall at the end of the stage next to the monster with the key, and a jar will appear. Collect this and you'll become invincible for a while. After you kill the monster, go through the warp and go left until you come to a CHIMECHIME (see instructions). Fly or run past it and then come back and a jar should appear under the ledge which the CHIMECHIME is on. Collect the jar and you'll gain 10,000 energy points.

LEVEL FIVE

As you enter the underworld, drop down to the ledge at the bottom of the screen, crawl under it and shoot the end 10 times. Collect the jar and you'll get 10,000 energy points.

PHANTASY STAR

LOCATION OF OBJECTS

LAC SHIELD: bottom of a Dezorain cave.
LAC ARMOUR: the far side of a pit trap in the Dezorian cave.
PRISM: kill the two titans in the Dezorian prison camp.
CRYSTAL: the baddie in Baya Malay has it.
TORCH: trade the casba gem for this on Dezoris. It's in the red maze inside the tower.
LAC AXE: Medusa guards it in her new tower.
MIRACLE KEY: found near the top of Baya Malay.

POSEIDON WARS

To continue a game, just push the joypad, down, down, down, down, right, right, right, up, up and left.

To access the sound test, push the joypad, up, left, left, down, down, down, right, right, right, and right.

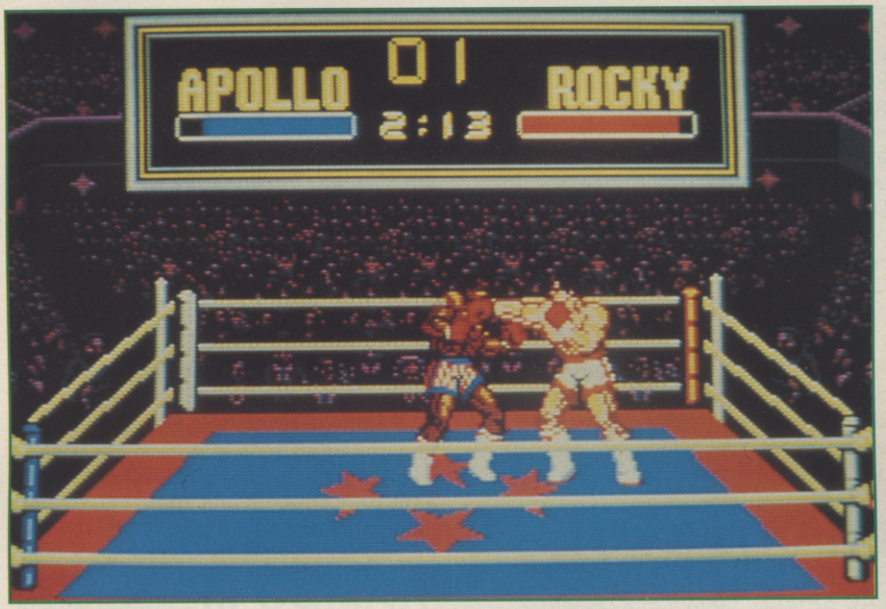
RAMPAGE

Whenever you can, pick up a woman from a window and just hold her. If you don't eat her your score will be boosted. Don't eat bombs or punch trains, as these drain your energy.

When jumping off a building, keep the up button depressed and you will climb the building nearest. When a tank fires shells at you, jump into them and you won't get knocked out.

RAMBO III

Shoot the cavern roof above Sergeant Koloff to kill him!



RASTAN

These tips are for each of the end of level baddies.

LEVEL ONE

Easy. Stay on the upper level. Jump up and thrust downwards when the baddie is below you.

LEVEL TWO

Move forward slightly. The Birdman will swoop down, then fly straight up. On his way up, slash then jump and slash. Repeat until he dies.

LEVEL THREE

Get onto the floor. When the guardian stops moving forward, just keep slashing in front of it.

LEVEL FOUR

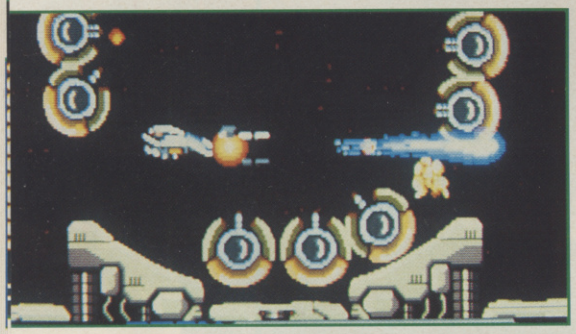
Difficult! Try to corner it when you are on an upper level. Then, when it attacks, hit its helmet. If you can't corner it, just keep jumping on him and thrusting downwards.

LEVEL FIVE

Stay on a higher level. Try and time your moves so you can jump up and prod its nose on the way down. If this works, you will hear a screech.

LEVEL SIX

Same as level five, but run away when it starts to fly.

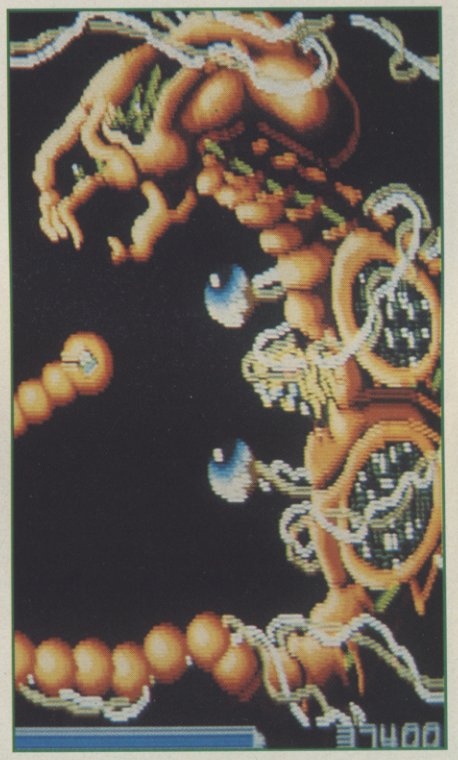


ROCKY

APOLLO: Any old punches will do - he's easy.

LAND: Don't get six or more on training because Lang will be able to dodge your punches. Always punch at body.

DRAGO: You need more than 80 on training to do jabs and a big punch. Don't let drago get you against ropes or you'll lose. Walk up to Drago, duck and push D-button up and button two for continuous uppercuts. When he is knocked down he will return and do a long, straight punch immediately - get ready to duck.



R-TYPE

Before switching on the Sega, put both joycards in and hold control pad one diagonally down and right, hold control pad II up and left and hold down button I. Keep holding them all down and switch on the Sega, and keep everything pressed until the R-Type logo comes on screen. Now start a game and you'll be totally hard! At the end of level four you reach a screen packed from top to bottom with green dots. About half way through at the top of the screen is a gap in the landscape - fly up and go into it and you're transported to a bonus level!

On the continue screen (after the game over screen) a countdown starts. At this time, rotate the directional pad counter-clockwise until the countdown stops (it stops automatically). Release the directional pad and you enter the sound test. To change sounds, rotate the directional pad right to left and push button I. There are 17 sounds to listen to.

There are two continue modes. The first allows between 10 and 12 con-

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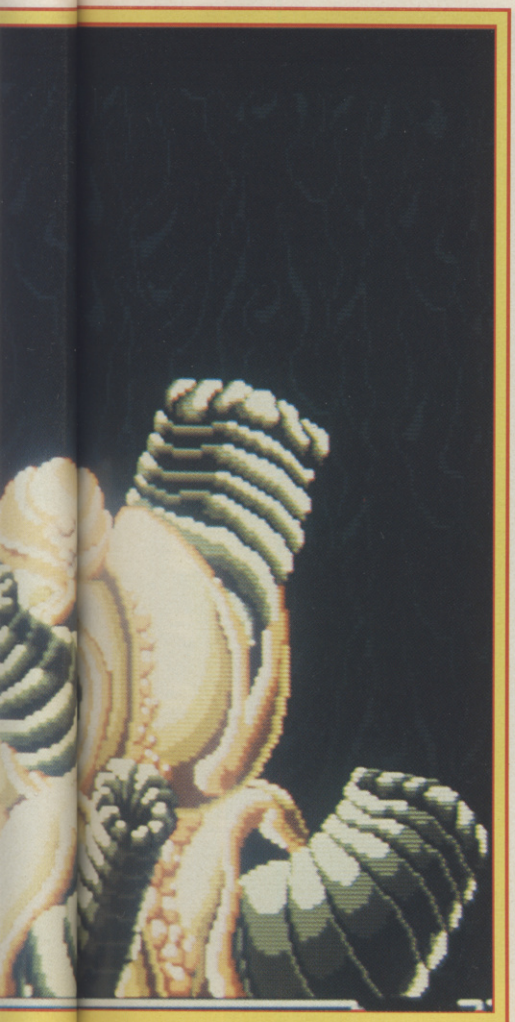


tinues. When you have died three times and the continue screen appears, rotate the directional pad of control pad I clockwise quickly and you will receive between 10 to 12 continues depending on how quickly you rotate the pad. The second way allows more continues but is more complicated. After accessing the sound test (at 00), push and hold button II on control pad I, then push the directional pad to the left. The number 00 will change to 95. You will need to rotate down from 95 to 00 by pushing left on the directional pad of control pad I and button I after each number all the way to 00. Be sure to pause briefly after each number before changing it. At 00, push button I on control pad I until the countdown resumes. Then start rotating the directional pad clockwise and you will see credits counting up. Before the timer runs out push button I to start the game. If the timer runs out before pushing button I the credits will not count. You can continue to die and ring up credits with this mode until no more can be run up.

SPACE HARRIER

To get the continue mode, move the joypad up, up, down, down, left, right, left, right, down, up, down and up.

If you watch about five demo games, the Space Harriers appear - all of the characters in the game are displayed, and the whole thing is quite a laugh.

Call up sound test and select tunes 7, 4, 3, 7, 4, 8 and 1. Now a screen pops up which allows you to change parameters.

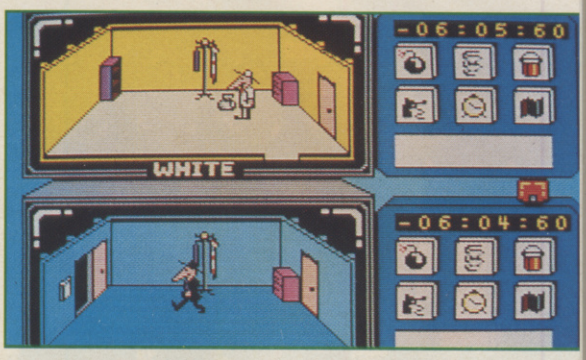
SPY Vs SPY

When you are selecting difficulty and number of players, choose the option so that the airport room can be found from the start. Find the airport room and seal it off with traps and wait in an adjoining room. Wait for the opponent to find all the goodies, then when he tries to come through the door, he'll be killed and you can go and get the lot and head for the airport.

THUNDERBLADE

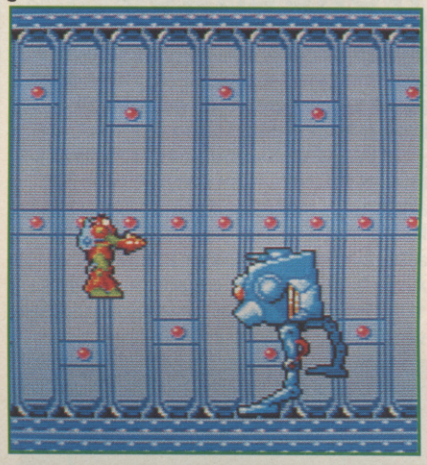
When approaching the end of level fortress, move up to either top corner and hover there. The fortress should now blow up without you touching it.

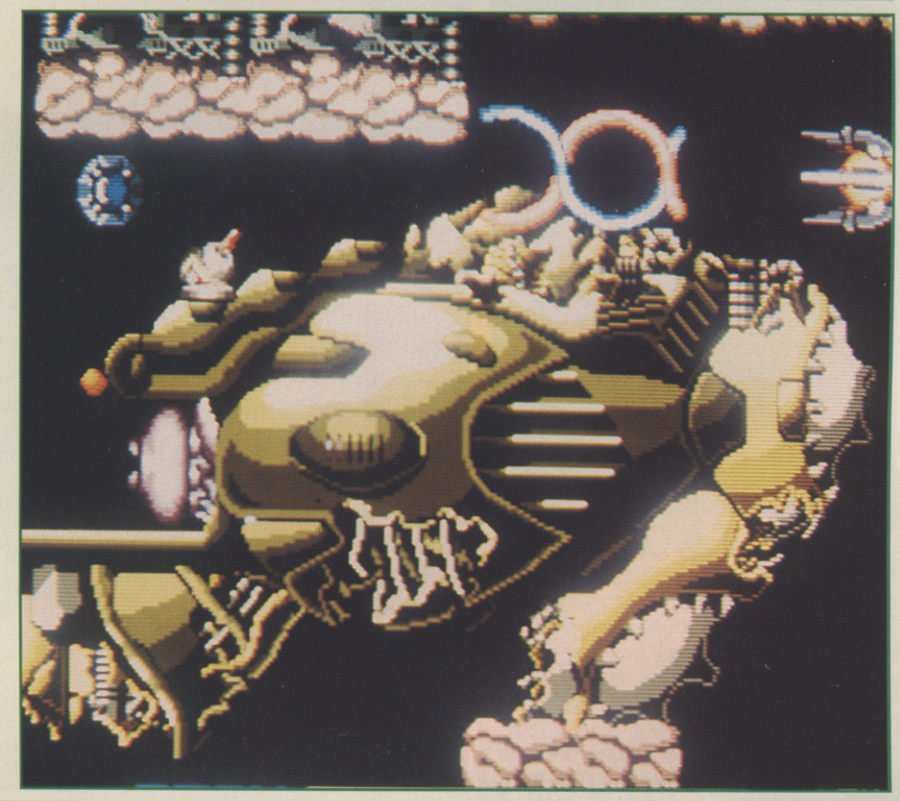
In the second half of stage one (the city) you can dodge the tanks' missiles by moving in an anti-clockwise square around the edge of the screen. As in Afterburner, however, keep firing for those valuable hit-counts!



TRANSBOT

When you reach the first city, three devicers appear called Hiluns. If they're blasted with weapon system D, the mission will then continue on the underground level.





WONDERBOY

On title screen press button I, then press button I again twice, and then button II twice. Hold both buttons down at the same time, and press the D-Button up for a higher round.

In Wonderboy you need to collect a total of 36 dolls (one each round). On area nine, round four the doll is actually found in a fire. If you have all 36 dolls after killing the monster at the end of Area 9 you go onto round one (area 10). From now on you can't jump up levels or rounds - you can only go down!

WORLD SOCCER

When kicking off press button II. Wait for the ball to arrive at the arrowed man. Then press button I. A short chase later and you will have clear shot at goal with only the keeper to beat (this works with 1 or 2 players).

When playing a weaker side, shoot from farther out as the weaker the side is, the slower the keeper is.

WONDERBOY IN MONSTERLAND

What to buy, when and how much?

LEATHER BOOTS: 80 gold - level 2
LIGHT ARMOUR: 40g - level 3
KNIGHT SHIELD: 120g - level 4
HEAVY ARMOUR: 100g - level 5 after bear
LEGENDARY BOOTS: 350g - level 8 end
LEGENDARY SHIELD: 350g - level 10
LEGENDARY ARMOUR: 540g - level 11

HOW TO COMPLETE THE GAME

LEVEL TWO

"Someone be beyond wall" - when you land on platform open invisible door.

LEVEL THREE

Knock on door with question mark to buy Light Armour.

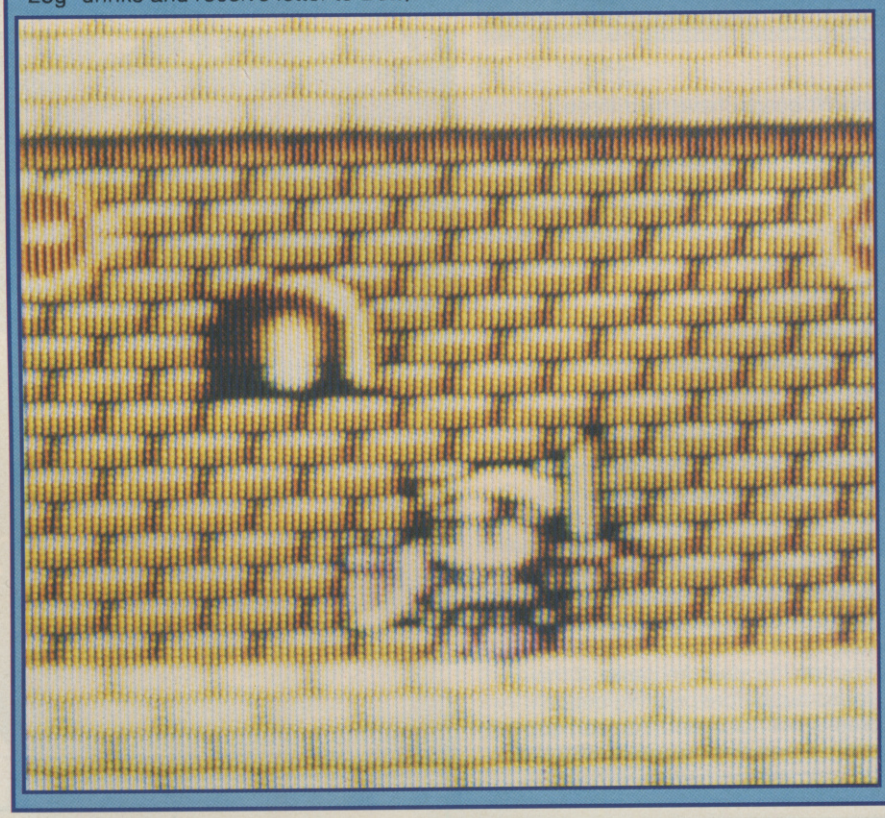
LEVEL FOUR

"Island of Barborola" - go onto top level, walk far right, knock on invisible door and visit Catherine.

After visiting island, jump onto next island and jump the sea. Kill final man and then go under the sea. When you return out of sea, kill final man again and you will be rewarded with more money and a full life.

LEVEL FIVE

"Mam Desert" - first go to pub, buy two "28g" drinks and receive letter to Betty.



end with doors and invisible doors, knock on the fourth visible door from the left and select ruby. Keep knocking and try for invisible doors - buy armour of legend.

LEVEL TWELVE

This level is a very complex maze and it can be very boring running around so go right and down when you can choose between up and down. Go down when possible and go right at intervals. Go left at left or right. Down, then first right when falling. Go right then drop again. First right again and run right. Go up on floating platforms. Jump from right to left and keep going up and up - you'll know when to stop. Go past three levels. When you start jumping - start on the right side. Now go left and up at up or down platforms. Left, down, right at turning and up at intersection (platform). Left and down until reach platform. When you're on platform go left and keep left.

You can tell if you have done this properly because the music changes and the final screens are blue.

You have to kill two dragons. To do this you need to buy fireballs at every possible chance throughout the game.

LEVEL ELEVEN

After third sea crossing, go down and left. Knock on door twice (you don't need to buy on your first knock). On second knock get emblem. Go to the

LEVEL SIX

"Pyramid" - go to first pub you see to see Betty. Buy two "15g" drinks.

LEVEL SEVEN

"Go to island of Pororo"- Kill final man, go right and up ladder (press up) and to your amazement you can now go right and enter a castle. Kill final man again to get money and life and exit the level.

LEVEL EIGHT

Go right and jump over gap (don't go down). Go up only level with a platform. Enter invisible door. Keep Thundergift. Go right, jump onto third platform, enter invisible door and use Thundermagic. Buy legendary boots at end.

LEVEL NINE

5th drop down, enter invisible door, get Legend Sword.

LEVEL TEN

Try platforms, enter invisible door and buy shield of legend.

Y'S

Aron starts the game unarmed and with $1,000. Immediately buy a short sword in the city of Minea (Be sure to equip Aron with the sword).

Proceed to talk with all villagers and explore all shops. Writing all messages is a good idea at this point.

Exit Minea and enter field. Kill creatures to build gold and experience points. Cross bridge to right and enter another field. At the bottom of the second field is a lake. Go to the right side of the lake and at the indentation, attempt to walk on the water. If he's in the correct location, Aron will receive the Gold Pedestal.

Return to Minea and in the village market, sell the Pedestal for $2,000. Then buy the Saphire Ring for $1,000.

Take the Ring to Donis in Ohman Bar and receive $1,500 as a reward.

With this gold, proceed to buy shield and armor. Once fully armed, visit Sara in the Seer's House. Aron will receive the Crystal.

To the right of the second field is the city of Zepik. Visit the house of Jeba. If Aron has the Crystal, he will then receive the Temple Key from Jeba.

Exit Zepik to upper right and follow path through the hills. Situated at the crest of the hill is the palace.

The creatures in the palace are extremely powerful. Be sure to upgrade arms as gold is accumulated. Always carry a wing so returning to Minea is easier.

Enter the palace and approach gold statue to far right. If in possession of the Temple Key, touching the gold statue will gain entrance to the inner regions of the palace.

On the far left side of first floor is a chest containing a Ruby.

On the far right of the first floor is a decorated wall. Touch the wall and Ankharat appears. To defeat him, stay at the top of screen and when Ankharat appears, run and touch and return to original position. After defeating him, a hole in the wall opens. This is a passageway to the second floor.

Work through the second floor to the stairs in the upper right corner. There are three chests hidden throughout this level. In the upper right chest, a Necklace is found. At the top is a chest containing the Key to the Prison; and at the bottom left is the chest with the key to Chest.

With the Key to Chest in possession, return to the second floor to open locked chests. One chest contains a potion, the other a mask. Also, with the key to the Prison, the three prisons at the top of this level can now be entered. In the left prison, the Silver Bell can be obtained.

Back on the first floor, the locked chest contains the Ring of Mail.

Exit the palace. Take the Silver Bell to the House of Majoy in Zepik. In turn, the Power Ring will be received.

At the top of the second field is the mine. The mine has three levels. Beware - the mine creatures are even more powerful than the creatures found in the palace. In the far upper left corner are two chests, one has a potion, the other contains the Silver Armor. In the lower left side is a chest where the Timer Ring can be found. Proceed to upper right corner of first level to find stairs to second level.

On the second level, go immediately left and find the chest containing the Roda Seed. Further to the left is the chest containing the Harmonica. And in the lower-right corner is the chest which holds the Heal Ring.

Exit the mine and make your way down the second field to the large triangular tree. Once the Roda Seed is in your possession, standing at the foot of this tree, Aron can now converse with the creature - buried beneath the Roda tree (there are two) is the Sil Sword.

Proceed to Minea to return the Harmonica to the poetess. At this time, return to the palace. On the third floor, go to the upper left corner and take the stairs to the fourth floor. In the lower left corner is a chest containing the Ivory Key. Go to the fourth floor. At the centre are the stairs that lead to the fifth floor. On the fifth floor are two chests, one in the upper right corner, the other at the bottom. These treasure chests contain the Marble key and the Shield.

Throughout floors four and five are several gold statues. Touching these gold statues results in being transported to different locations throughout the palace. Touching the correct sequence of gold statues grants access to a room filled with pillars (broken and whole). Progress all the way to the left and there will be a green door. Touch the door to enter the room. There is a

chest on the left. Touch the chest and Wyrm will appear. Stab repeatedly with sword to kill. Once gone, touch the chest again to receive a Book of Y's.

Return to the Seer's House (Sara) in Minea and obtain another Book of Y's.

Take the books to Jeba in Zepik and she will read them.

Now, return to the mine. On the second level of the mine there are stairs at the very top centre that go to the third level of the mine. When on the third level, proceed up to top right corner. There is a chest containing the Key to Doomed. On the left side of the third level is another chest containing a potion. From the potion, proceed down to very bottom, far left, where there is a blue door. Go through the door and touch the chest to encounter Birdo. He is very difficult to destroy. Do not attempt to destroy the mini-bats. Instead avoid the bats and wait until they join and form the large bird. Stab the wings only. Do not rush this fight. Once he is dead, another Book of Y's is received.

Again, take this book to Jeba to be read.

It is now time to go to the Tower of the Doomed for the second half of the guest. Return to the palace, but do not enter. To the right of the palace is the Thieves' Den, where Goban lives. Beyond the Thieves' Den is the Tower of the Doomed. Once the Tower has been entered, it cannot be left, so be sure to save the game at this point.

The first six floors of the Tower must be carefully explored as there are many specific areas to look for.

Look for a room holding four chests. One has the Evil Ring, one has a mirror, one has a potion, and one is empty.

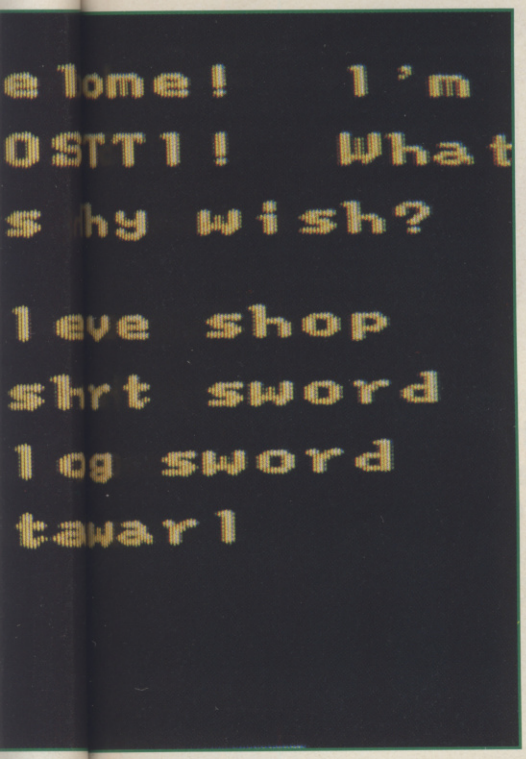
Continue on to find a room with three Stone Statues (they are in the formation of an upside-down triangle). When the room is entered, the screen flashes and the door is covered with a prison door. At this time, all silver arms will be lost. Walk into the prison door and a hole will appear in the right wall. A man will walk out. Talk to him and receive the Statues for Rauba. Exit the room and go to Rauba.

To find Rauba, look for a long hallway lined with Stone Statues. Put on the mask and a door among the Statues will now be revealed. Enter the door and talk to Rauba to receive the Blue Necklace. Equip with the Blue Necklace and Evil Ring.

Return to the room with the three Stone Statues. Leave and go through the entire Castle back to the same room. This must be done several times before the man on the right allows you to go on. When this happens, the wall to the right opens allowing access to the seventh floor.

On the seventh floor, there is a chest containing the Silver Sword. Take the stairs on the right to the eighth floor.

On the left side of the eighth floor are stairs ending in a green door. Go through the green door and enter a room with a green door. Touch the green door and Insecta appears. To kill



it, avoid the green objects it throws while stabbing. Once it is dead, enter the green door to find two chests. One has a Hammer, the other has a Book of Y's.

Proceed to the stairs at the top centre to floor nine. In the middle of the ninth floor is a room with one chest surrounded by four Stone Statues. Be prepared, as the statues come to life and must be destroyed. The chest contains the Silver Shield.

Go to the right of floor nine to find the stairs to floor ten. The tenth floor has two sets of stairs.

The stairs on the left of floor ten lead to the eleventh floor. When the room at the top of the stairs is entered, the life meter will suddenly drop steadily. Run to the right and enter the door. Hurry down the stairs and talk to the man. Read his message and when the life meter is full, exit that room and run back to the door on left. Go downstairs back to the tenth floor. Take stairs on right to ledge with pillars. Go five pillars to right and stand in front of fifth pillar. Equip with Hammer and use - the pillar breaks. The poisonous room is now harmless.

Before returning to poisonous room, proceed to right on ledge to next door. Enter door and make your way to the stairs at the far left. The stairs lead up to the twelfth floor out onto another ledge with pillars. Go right to next door on ledge and enter. To the left of that floor is Luther Jemma.

Return to the poisonous room. From the room where the old man gave the message and filled the life meter, continue to right to another door. Take stairs to left to thirteenth floor.

Make your way to the left and talk to the old man. From the old man, proceed to right to stairs to fourteenth floor. To the right of the fourteenth floor is a green door. Enter and touch the next green door. I-Ball will appear. Destroy (do not touch red spot in centre or rocks he is throwing) and enter green door to find two chests. One has the Rod and the other has a Book of Y's.

Return to the old man on thirteenth floor and proceed down through the doorway to the mirror. Touching the mirror without the Rod will do nothing; however, with the Rod touching the mirror will lead to a different area of the thirteenth floor. The thirteenth floor is full of mirrors and can be very confusing. Take it slow and try and memorise what each area looks like. In this area is a chest with the Silver Armor.

By continuing through the mirrors and doorways, sets of stairs are found. Take all stairs as they lead to other areas. On the fifteenth floor is a chest with the Battle Shield.

After finding the Battle Shield, exit room and go all the way to the left, take hallway up and go all the way right to door. Go through door to the sixteenth floor.

On the sixteenth floor is a crossway to the Tower of Rado. Enter Tower and head all the way to left to find a green door. Enter and encounter Reah, the poetess. Reah has the Monocle.

With the Monocle in possession, read the books found in Tower.

After reading the books, it is necessary to return now to Luther Jemma on the twelfth floor. Luther Jemma will present the Amulet.

Proceed up the floors from Luther Jemma to the fifteenth floor. Take stairs on far left to seventeenth floor. In the middle of the seventeenth floor is a chest with a potion. From there, continue to left to stairs to eighteenth floor.

The eighteenth floor has two sets of stairs. Take stairs to the right to the nineteenth floor. On the nineteenth floor is a room guarded by two Stone Statues. Enter the room and find a chest surrounded by four Stone Statues. Equip with Evil Ring and Blue Necklace. Touch chest and receive Battle Armor.

Return to eighteenth floor and take stairs on left to twentieth floor.

Go left through twentieth floor. On the way, a hole will appear in the wall. Go through the hole to room with chest with two guards. Kill the guards and touch the chest to receive the Flame Sword.

From the hole in the wall, continue left to the stairs leading to twenty-first floor.

The twenty-first floor is also filled with mirrors. Touch the correct mirror to find a room with a green door. The room will suddenly have two faces (one black and one white) with fireballs revolving about each face. This is Heady and he is tough. Go to the bottom centre of screen and stay there. Wait for the two faces to merge and run up and touch. Only touching the white face will cause his life meter to drop, so when possible, go for him.

After Heady is dead, go to the far left and proceed up all the sets of stairs (approximately four). At the top of the last stairs is a green door. If the Amulet is in your possession, the green door can be entered. This is where Dark Dekt is hiding. Before confronting him, make sure you equip with all Silver Arms. Touch him and the platform will take off and fly through space. He will start flying around while throwing fireballs. When he is touched, a portion of the floor disappears and cannot be walked on. Be careful and use strategy! Try touching him when standing on the edges first so the floor won't disappear in the centre making it impossible to run around. Make every hit count. If possible try following him around the board with the sword constantly touching him. Once he is defeated, the last book in his cloak will be received.

FREE GAME

This is an oldie, but some new Sega owners might not be aware that there's a free game actually built into the machine. Turn on the machine while simultaneously pushing the control pad buttons and pushing upward - a maze game scrolls from the right and you can play away...

WIN A PC ENGINE!

What's firm, white and five inches long? That's right, a PC Engine - the machine that just about everyone in the entire universe wants to get their clammy hands on. So how would you react if we told you that we've got three of the big hard mommas to give away? Amazed? Astounded?

Well then - be amazed and astounded, for that's exactly what we have got. And what's more, you'll have none of that messing about with SCART - if you win an Engine, it'll connect directly to your tv.

Now for the easy bit - the competition. Just answer the three easy-peasy questions below, put your right arm in, your right arm out, do the hokey-cokey and shake it all about, and scribble down your answers on the back of one of them postcard type things to: PC ENGINE COMPO, C+VG (CONSOLES MAG), PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

THE QUESTIONS:

1. Name THREE PC Engine games.
2. If you took away the letters C, E, E, N and N away from the words 'PC Engine', what well-known farm animal would you be left with?
3. What colour is a PC Engine?

Got that? OK - what are you waiting for? Press your postcard firmly into the nearest red pillar box before February 1st, 1990 - and who knows? You could be indulging in some Engine-loving fun sooner than you think.

Here are the current British records on console games. This, the Official UK Highscore Table, is run every month in Computer and Video Games magazine - if you're a record breaker, check the mag out for details about how to get your name up in lights

SEGA

ACTION FIGHTER
8,763,400 Jay Brown, Banbury, Oxfordshire
AFTERBURNER
17,404,100 Kenneth Rorie, Craigshill, Livingston
ALEX KIDD (LOST STARS)
128,300 Neil Kelly, Isleworth, Middlesex
ALTERED BEAST
503,600 Ryan Hillhouse, Prestwick
ASTRO WARRIOR
1,125,400 Paul Cayzer, Widnes
AZTEC ADVENTURE
256,400 Peter Ramdine, Stafford
BANK PANIC
938,800 Tony Holdford, Colchester
BLACK BELT
1,197,700 Darren Louch, Bromsgrove, Worcs
BOMBER RAID
802,700 Jason Mara, London
CALIFORNIA GAMES
HALFPIPE: 6000 Jason Wheddon, Southampton
FOOTBAG: 44,780 Julian Rignall, C+VG
SURFING: 6.6 Jason Wheddon, Southampton
SKATING: 3000 Jason Wheddon, Southampton
BMX: 16,400 Jason Wheddon, Southampton
FLYING DISK 1500: James Wheddon, Southampton
CHOPLIFTER
1,400,000 Kenneth Rorie, Craigshill, Livingston
DOUBLE DRAGON
511,980 Ben Malik, S Woodford, London
FANTASY ZONE
72,865,100 Peter Ramdine, Stafford
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GANGSTER TOWN
167,900 Neil Kelly, Isleworth, Middlesex
GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall
GHOST HOUSE
1,175,650 James Denham, London
HANG-ON
8,553,264 Euan Matheson, Rosshire
KENSEIDEN
168,500 J Blank, Epsom, Surrey
MY HERO
11,773,030 Sean Hanna, Newry, Co Down
OUT RUN
53,730,420 Allan Black, Desborough, N Hants
POWER STRIKE
65,242,300 Paul Stokes, Aberdare
QUARTET
2,894,010 Jon Evans, Walsall, W Mids
RAMBO III
86,050 Neil Kelly, Isleworth, Middlesex
RAMPAGE
851,600 David Barden, Norwich
RASTAN
1,330,400 Ben Addison, St Austell
RESCUE MISSION
571,400 Paul Stokes, Aberdare, Wales
R-TYPE
4,308,500 John Bristow, Erith, Kent
SAFARI HUNT
5,284,000 Martin Jarvis, Stourbridge
SECRET COMMAND
3,285,400 Paul Stokes, Aberdare, Wales
SHINOBI
957,740 Graeme Little, Carlisle
SPACE HARRIER
29,998,720 Jon Evans, Walsall, W Mids
SPACE HARRIER 3D
12,035,670 Allan Black, Desborough
THUNDERBLADE
2,608,000 David Henderson, Peterlee, Durham
VIGILANTE
122,300 Steven Evans, Southsea
WONDERBOY (MONSTERLAND)
8,944,890 Andrew Ambrose, Borehamwood
WORLD SOCCER
23-0 Steven Gemmel, Harefield, Middlesex
ZILLION II
575,700 Bobby Reddy, Wickford, Essex

MEGADRIVE

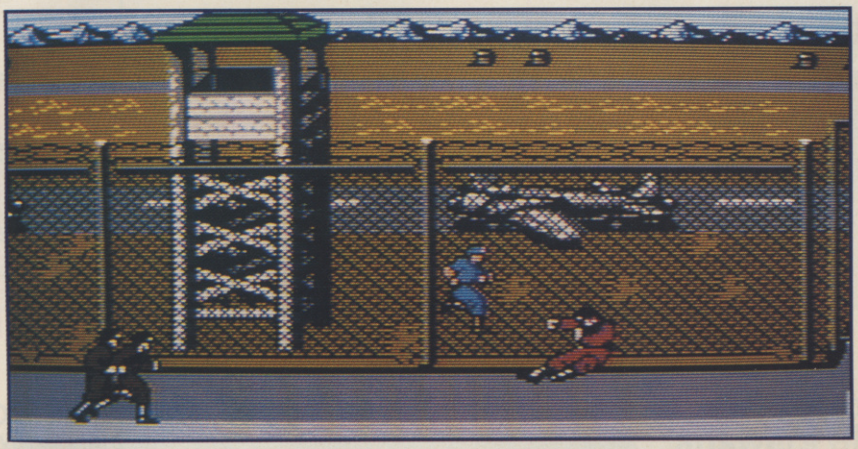
ALTERED BEAST
2,209,900 Joel Cullen, Hants
SPACE HARRIER
20,815,100 Steve Creasey, Dorking
THUNDERFORCE
1,099,100 Julian Rignall, C+VG

NINTENDO

BALLOON FIGHT
431,050 Sherif Salama, Egypt
CASTLEVANIA
999,999 Lee Watkins, Bristol
DUCK HUNT
1,058,500 Aaron Pearson, Forth
GOLF
71 Damien Moriarty, Queensland, Australia
ICE CLIMBER
671,350 Paul Stokes, Aberdare
KUNG-FU
854,300 Paul Stokes, Aberdare
GRADIUS
12,670,000 Julian Rignall, C+VG
OPERATION WOLF
983,029 Roy Gay, Brixton, London
PRO-AM RACING
265,388 Mike Carless, Exeter
RUSH 'N' ATTACK
302,459 Theo Orphanoo, London
SUPER MARIO BROS
9,999,990 David Hillhouse, Workington
TOP GUN
151,000 Leigh Baigent, London

PC ENGINE

ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey
CHAN AND CHAN
1,229,350 Mark Carter, Peterborough, Cambs
DRUNKEN MASTER
999,999 Tony Lorenzo, London
DRAGON SPIRIT
726,300 Christopher Swainson, Newport, Gwent
FANTASY ZONE
2,408,700 Julian Rignall, C+VG
GALAGA 88
1,319,740 Julian Rignall, C+VG
GUNHED
3,985,400 Julian Rignall, C+VG
LEGENDARY AXE
3,676,260 Dave Rose, Boreham Wood
NINJA WARRIORS
91,540 Satnam Bains, Southall, Middlesex
P-47
867,300 Steve Creasey, Dorking, Surrey
R-TYPE
973,300 Onn Lee, Nottingham
PACLAND
1,100,900 Julian Rignall, C+VG
SIDEARMS
459,700 Jasper Roberts, W Croydon
SON SON II
598,600 Andrew Sandle, Clacton-On-Sea, Essex
SPACE HARRIER
26,850,000 Martin Harris, Burton-on-Trent
SUPER WONDERBOY
165,600 Lee Mallett, Danbury, Essex
TWIN HELI
981,100 Martin Banks, Leyland
VIGILANTE
99,990 Anthony Bennett, Worksworth, Derbyshire



RUSH 'N' ATTACK

NINTENDO

Remember the ageing arcade game, Green Beret? The one where you indulge in lots of jolly stab 'n' roast japes, maiming, killing and getting very mad? Well, here it is on your Nintendo, right down to the last river of blood.

One or two hard men can partici pate in this quest for fun 'n' frolics, each with five lives. To stamp all over the opposition you've got to negotiate five areas, including the missile base, enemy compound and a port that's just full of hassle. You face regular foot soldiers (easy), recumbent weapons carriers (easy), combat ninjas (easy once you know how) and people who shoot at you (easy).

If you think it's easy, you're wrong: you lose most of your lives because there are so many enemies bugging you all at once, not because each one's dead tough. Just touching them means you're done for. And if that isn't enough, there are also land mines lounging around which turn your body into Green Beret soup - so watch your step!

You start off with just a very sharp knife, which can gut your enemies and split their spines: a quick jab 'n' stab and its lights out for the baddies. Sticking your blade into soldiers wearing beige fatigues makes them drop a handy weapon - such as a mini rocket launcher or flamethrower - so you can indulge in some blast 'n' toast action. Very useful if five ninjas are hurtling towards you - insto bar-b-q.

But be warned! All weapons apart from the knife are limited, so you've got to be careful with your targets, and not just go around killing people because you enjoy it.

Rush 'n' Attack is an accurate and entertaining coin-op conversion, and if you enjoyed the original, you'll love this. It's heavy on the frustration factor but the great kill 'n' cripple fun makes up for it.

RATINGS

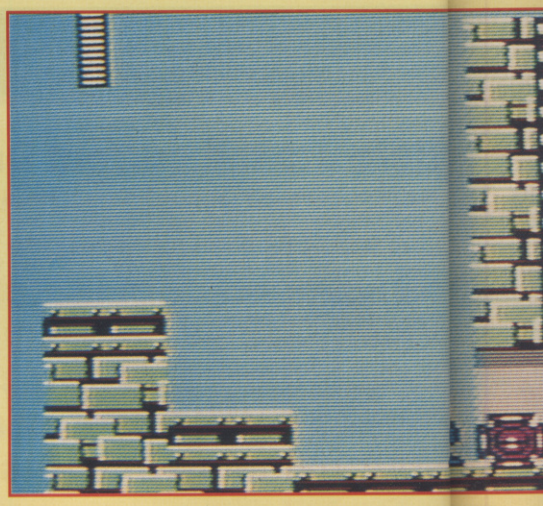
GRAPHICS 79%
Very straightforward, making the action crystal clear.

SOUND 67%
Not the best tunes around, but they suit the action nevertheless.

VALUE 72%
There's weeks of play in this one - you've got to be a real hard to win the war!

PLAYABILITY 84%
Frustrating at first, but once you get the hang of things, you'll be roasting, stabbing and maiming and having a helluva good time...

OVERALL 83%
Doesn't look up to much, but Rush 'n' Attack is a thoroughly enjoyable, if rather violent combat game.



MEGA MAN

NINTENDO

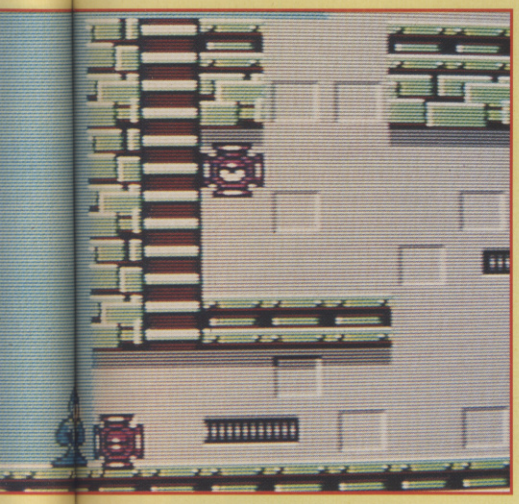
He's mean, he's moody, and he's VERY hard. Who is he? MEGA MAN!! Possessing huge biceps and a massive IQ, he's out to save the world!

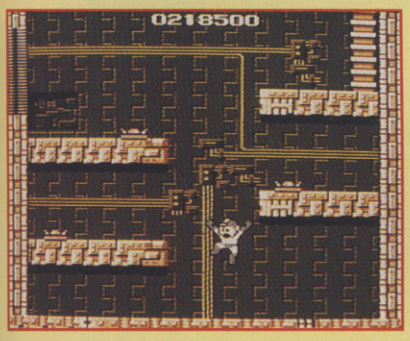
He's got to do this because his six eternal opponents are stirring up trouble. There's Cutman, guarded by toothed helicopters and flying scissors, holed up inside a huge, metallic military complex. And there's Gutsman, hiding out in the hills, defended by a huge army of soldiers and platform traps.

Iceman lurks in a world of slides and melting blocks; Elecman in a zone of rock and massive lightning bolts; Bombman cowers in a land of robots and exploding bombs. Finally, there's Fireman, watched over by a river of flame and towering tongues of fire.

What kind of defence have you got against all this? Well, not that much, really: there's a very basic pea shooter-style glove gun that's capable of killing everyone, depending on how many shots you deliver; and then you've got your mega abilities.

These include the ability to jump and twist in mid air, and the power to withstand long falls. You've also got limited shield strength, which is depleted as you come into contact





with enemies. It doesn't last long.

Mega Man is excellent. It's a totally uncompromising platform game with heavy shoot 'em up overtones - and it's so tough that you'll be tearing your hair out. Each zone has its own character, largely helped by six brilliant individual tunes and superb graphics - colourful, super smooth and varied. If you've got any taste for classic platformers and frustration beyond belief, get your hands on this.

RATINGS

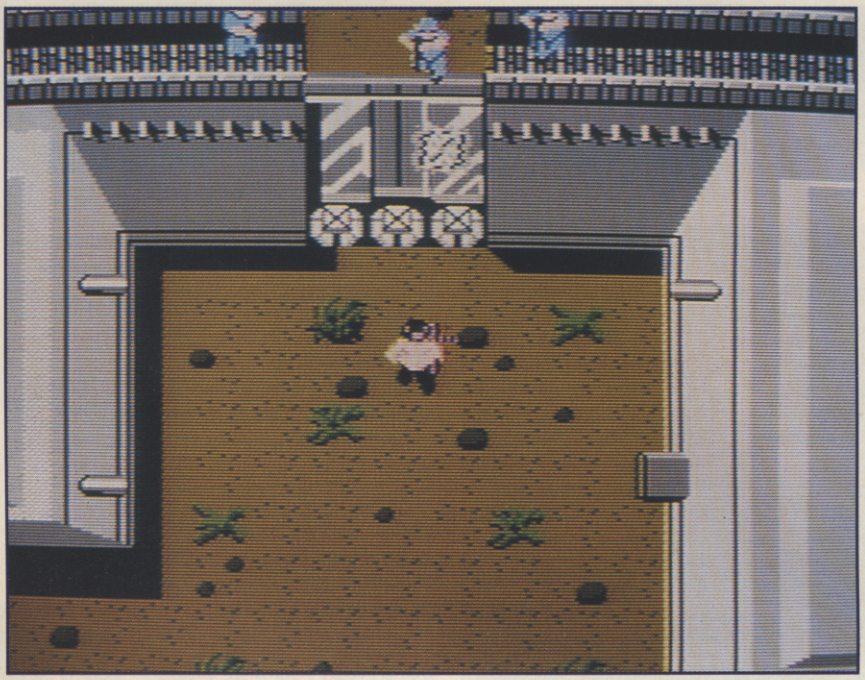
GRAPHICS 87%
Fantastic graphics and backdrops make this a visual delight.

SOUND 88%
Boppy tunes and effects add loads of atmosphere.

VALUE 87%
Mega Man is a toughie that'll keep you engrossed for months...

PLAYABILITY 94%
It's tough, but the action is both rewarding and amazingly addictive.

OVERALL 92%
A superlative platform game that deserves the attention of every Nintendo owner.



IKARI WARRIORS

NINTENDO

Paul and Vince are foot-soldiers on a secret mission. They've been instructed to invade an enemy nation, working together as a team, fighting for survival against relentless waves of enemies.

They start off with a couple of weapons and stocked up with ammunition. A machine gun with 100 bullets and a pack of 100 grenades helps to keep those baddies at bay: grenades are particularly useful for removing heavy artillery, gun emplacements and steel doors.

Shooting enemy soldiers sometimes reveals bonus items, such as longer and faster firing, smart bomb and extra bullets and grenades. You can also get hold of fuel for the tanks abandoned in the jungle. Just climb into one and you're impervious to enemy fire, though not to their grenades.

Enemy installations give you points for destruction according to the type. A helicopter, for example, will give you 600 points, a tank 800 and a big tank 1000 - but the bigger the reward, the harder to kill.

This is a very poor version of the arcade game: it's slow, poorly drawn and dull to look at. Even in two-player mode, the action is too frustrating to sustain lasting interest.

RATINGS

GRAPHICS 55%
Poor vertical scrolling of blandly coloured backgrounds, with dull, badly animated characters.

SOUND 57%
Monotonous rendition of the arcade tune and some weedy spot effects.

VALUE 41%
The action simply isn't enough fun to warrant the price tag.

PLAYABILITY 53%
Slow and unwieldy controls make dodging enemy fire a chore.

OVERALL 48%
A mediocre translation of the ageing coin-op which mightn't even appeal to fans of the original machine.

PRO FOOTBALL

SEGA **£24.95**

ere's a brilliant game for American Football fans.

An extensive options menu on the title screen lets you select a one or two-player game, change the difficulty level of the computer opponent (either easy, medium or hard), the time limit (realtime or five/ten minute quarters) and the type of game (either a Monday night game or Road to Superbowl). Monday night is a one-off game, while Superbowl puts you in a knockout competition against top teams. Passwords are supplied throughout the competition, so you can continue where you left off.

When all the options are set, you can select your favourite team from a list of all the American AFC and NFC members.

The action is viewed overhead, and the game takes place on a vertically scrolling pitch. Plays are selected from an extensive but easy-to-use menu system. There's a less extensive list of defensive movements, and these are displayed as text, which explains in short what the play is.

During play, the player takes control of the quarterback until he passes the ball, whereupon control is given to the receiver. During defensive moves, the player controls one footballer.

While Pro Football is incredibly simple and straightforward to play, it doesn't compromise at all on the actual gameplay. Novices can sit down and play almost straight away, but with practice, there's scope for advanced players to put together very complex moves and strategies.

The difficulty level is perfectly balanced, with the easy level just tough enough to challenge a novice for a couple of games, and hard giving even the most experienced players a run for their money.

Pro Football is simply an American Football enthusiast's dream come true. And yet it offers enough addiction and enjoyment to appeal to those who aren't mad keen on the sport. It's the best simulation of this sport to date, is a great game in its own right and deserves to be in every Sega owner's collection.

RATINGS

GRAPHICS 85%
Very attractive to look at, with detailed sprites and great presentation screens.

SOUND 76%
Atmospheric sound which enhances the action.

VALUE 91%
This game will keep you playing for months - it's worth every penny.

PLAYABILITY 96%
Superb presentation and playability result in a classic game.

OVERALL 95%
An outstanding American Football simulation, and a brilliant game in its own right.

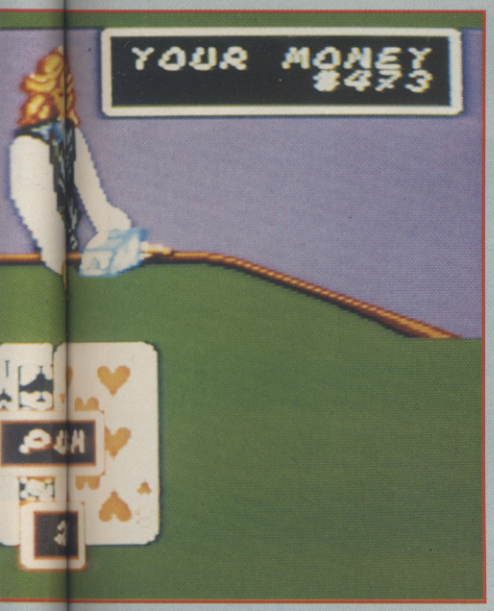
CASINO GAMES

SEGA **£24.95**

Are you the kind of geezer who just can't lose? Do people come up to you and say, "You're the 100th person I've met today - please accept this big wad of dosh"? If so, Casino Games will probably provide you with hours of fun and fortune.

On arriving at the gambling house, you're asked to enter your sex and name, and are then given $500 from your account. At any stage thereafter you can put your winnings back into this account - in effect, saving the game position. Go bankrupt, however, and you'll end up walking the streets.

There are three basic games to choose from: cards, slot machine and pinball. Pinball isn't really a gambling game, more a release from spending money elsewhere. It can be good fun, but there aren't enough extras to make it worthwhile in the long run: no multi-ball, no great bonus system. In fact, there's nothing much that the modern pinball player would find exciting.



There are three kinds of card game: poker, blackjack (pontoon) and baccarat. Poker is played against one of four opponents - Nancy, Janet, Dick and Charley - each of whom has an individual playing style (ie computer difficulty level). All these games allow flexible betting and are entirely random.

The slot machine is a 70s-style one armed bandit, so it doesn't have any hold or nudge feature and no wibbly flashing lights or sub-games. You can vary the bets (from $1 to $100), but it soon becomes monotonous.

In fact, this is true of the action as a whole. The graphics and sound are nice enough, if only functional, but the game lacks variety. There's no roulette or dice to help spice things up and you'll soon find yourself wanting more for your money.

RATINGS

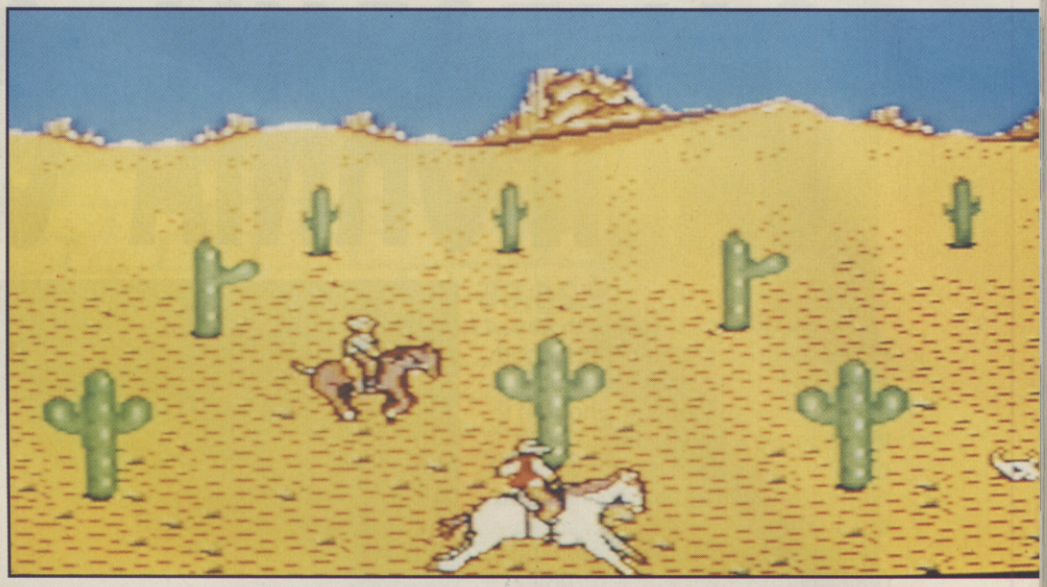
GRAPHICS 77%
Nicely drawn and colourful throughout.

SOUND 71%
Plenty of jolly tunes to accompany your gambling.

VALUE 42%
There are plenty of better Sega games around.

PLAYABILITY 56%
Fun at first, but it soon becomes dull.

OVERALL 49%
Three different games, but none are very exciting.



WANTED

SEGA £24.95
NB: LIGHT PHASER ONLY

Some real no good varmints have been a-stirrin' up trouble in downtown Tombstone, a-killin' an' a-pillagin' an' a-generally not being very nice at all.

The low-down tin-horn sheriff has turned chicken and been run out of town, and you're the community's only hope; besides, there's a reward of four bags of gold in it for you. Saddling up your hoss you ride into Tombstone, gun cocked, ready for the bad-hats.

When you get there, no one's around; the yellow-bellied critters have gone and hid themselves. You don't have to root them out, though, because as you walk along the street at high noon, they pop out from behind windows and buildings. Even worse than this, some of them just idle along the street looking innocent, and then suddenly pull a gun on you!

Luckily, you've got an unlimited supply of bullets and a lightning gun-hand - they don't call you 'Quick Draw Willy' for nothing. Feed 'em with light phaser lead before they shoot and drain your energy.

The only thing you've got to watch out for is shooting innocent bystanders; it reduces your strength. This makes things quite tough, so if you start to panic, you can always play cheat and put the gun right next to the screen. Survive the stroll through town and a hail of bullets at the end-of-level showdown, and it's on to the next level.

If you're keen on shooting gallery style games, mosey on down to your local software saloon and rustle up the cash to buy this; otherwise give Wanted some severe playtesting first.

RATINGS

GRAPHICS 78%
Colourful backdrops, but the sprites are indistinct.

SOUND 68%
Fairly good music, but the effects are bland and unexciting.

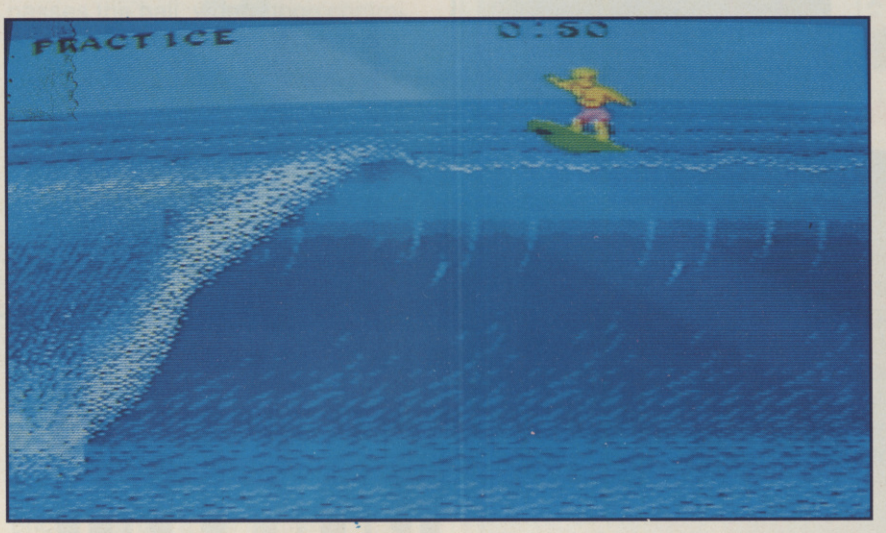
VALUE 61%
A reasonable investment for light phaser owners.

PLAYABILITY 70%
Difficult, but blasting the baddies is fun.

OVERALL 67%
An enjoyable gun game - with a few tweaks it could have been even better.

CALIFORNIA GAMES

SEGA **£24.95**



Anyone who's familiar with any of the Games series on other computers will know what this is all about. For those of you who don't, this is the low-down: one to eight players take part in six zany Californian-style events, attempting to be the champ.

The six events are these. First off you have half-pipe, performing tricks on a skateboard for points within a time limit. Fall off and you get a couple more goes before you're disqualified. Next you've got the foot bag - keeping a bean-bag in the air using every part of your body but the hands. Hit seagulls for bonuses and, again, perform stunts.

Surfing has you riding on the crest of a wave, where points are gained only for those surfing supremos who can ride the pipe and do some fancy turns. Using less effort but more dexterity, roller skating has you lunging along a pavement which hasn't been cleaned in years: cracked, overgrown and full of litter and other obstacles. Who said California was clean?

Finally you've got BMX riding (like skating, but on a bike) and frisbee-throwing. The latter features some impressive parallax scrolling and a stern test of timing.

From the start you've got an option to play in one, all or some events, or just practice them: none are so hard that you'll smash your Sega, nor so easy that you'll master them in an hour. The graphics on all are pretty impressive, the animation smooth - but it's the competitive element that makes this a winner. Whenever you play it, it's totally compulsive.

RATINGS

GRAPHICS 87%
Vary from event to event, but on the whole very well animated, with humorous touches.

SOUND 82%
A different tune for each sport and some nice sound effects.

VALUE 89%
Six events doesn't sound much, but their difficulty and the number of options compensate for this.

PLAYABILITY 96%
Up to eight players can take part, and each challenge takes a lot of practice to master.

OVERALL 93%
An excellent multi-player sports game.

WONDERBOY III

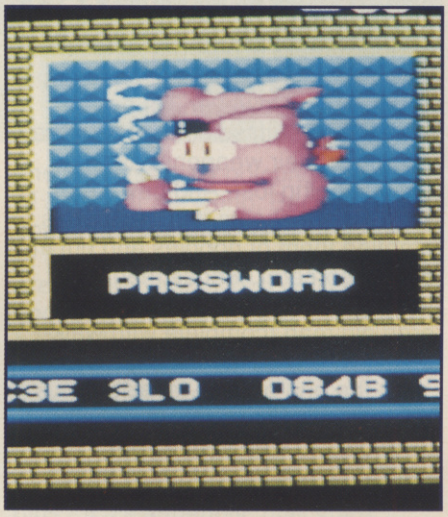
Wonderboy III - The Dragon Trap must rate as the best of the Wonderboy trilogy. As well as the more usual horizontal scrolling, hit the baddies over the head action, there are shops to go into, weapons to buy, potions to collect and hordes cute characters to chortle at!

There's loads of action, and the enjoyable nature of the gameplay means that this'll keep you at your Sega for weeks.

SEGA **£24.95**

Following on from his last adventure in Monsterland, Wonderboy (complete with natty sword and suit of armour) has broken through the dragon's defences and entered his castle. Sensing defeat, the dragon toddles off, but not before leaving a (what he believes) final goodbye pressie for our little lad, in the form of a holographic image of himself. Of course, Wonderboy doesn't know this and storms into the lair with all guns blazing, destroying the image and setting off a spell which turns the castle into a pile of rubble, but even worse, turns our hero into a cute, green dragonette!

And worse still, the nasty dragon has been talking to his chums, who have all signed an agreement with him, the pact being that Wonderboy can only be changed back into a human if all the dragons, of which there are five, are done away with. So off you go in this platform/arcade adventure...



RATINGS

GRAPHICS 92%
Cute sprites and colourful backdrops.

SOUND 90%
Some very jolly tunes accompany the action.

VALUE 88%
Money very well spent - you'll be playing this for weeks.

PLAYABILITY 93%
Beautifully crafted to keep up the challenge and addiction over a long period of time.

OVERALL 92%
A fantastic title which combines great graphics and brilliant gameplay to create one of the best Sega games around at the moment.

GHOULS 'N' GHOSTS

MEGADRIVE
£41.90

Losing your girlfriend is hard at the best of times, but when she's whisked from your arms by the devil, something must be done. That's what's happened in Ghouls 'n' Ghosts, the sequel to the classic Ghosts 'n' Goblins, with you once more taking the ominous role of brave Sir Knight, in a five-level all-out battle against Lucifer's devilish hordes.

Beginning in an eerie graveyard (rather similar to the original, in fact), you are armed with a magic spear (magic due to the fact that no matter how many times you try to throw it away, it always appears back in your hand!) and your trusty suit of armour. As in the prequel, you can be hit twice before you lose one of your three lives - the first touch from either a demon or a missile means the loss of your armour (and yes, Sir Knight does have the same pair of Y-fronts from three years ago) while the second assault disintegrates you into a pile of old bones.

Loads of new enemies join a selection of the old favourites from the first game to cause you untold hassle, but you do have a few tricks up your sleeve. Actually, the tricks are in the treasure chests which appear during the game. Bonus items include different weaponry in the form of firebombs, swords and throwing axes, and in a few chests you find the ultimate addition to your person - a magic suit of armour sent straight from the gods. Crouch down and hold the fire button for a while and the armour erupts in a frenzy of laser energy, wiping out all the baddies in that area. However, it's not a very strong suit, so contact with the enemy or their weapons results in the suit being lost. And beware of some of the chests, for Lucifer has emptied them of goodies and put in an evil sorcerer, whose magic bolt turns you into one of either a withered old man (complete with walking stick) or a duck.

At the end of each level is an enormous creature which does its level best to stop you in your tracks. Only a load of shots sends the beast back from whence it came, allowing to carry on with your quest. Traverse all five levels and you get to take on Lucifer himself - defeat him and power, glory and unimaginable wealth is yours for the taking. Oh yeah, and you get your girl back, too.

As arcade conversions go, this has to rank as the best we've witnessed on ANY machine. It's a pixel-for-pixel, sound-for-sound, play-for-play spot on copy of the original. There are simply NO differences!

If you've got a Megadrive, you'd be utterly bonkers to miss this.

RATINGS

GRAPHICS 93%
Gorgeous sprites, lovely backdrops and some outstanding effects.

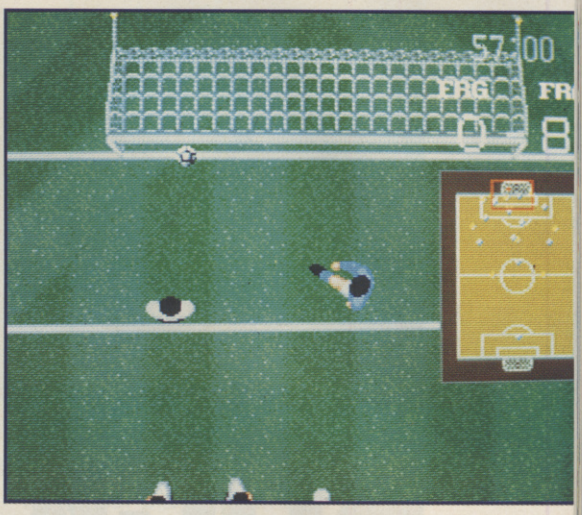
SOUND 95%
Identical tunes and sound effects to the arcade game - brilliant!

VALUE 88%
Expensive, but you're basically getting the arcade machine for forty quid!

PLAYABILITY 97%
Very tough, but amazingly addictive.

OVERALL 98%
An utterly superb conversion - one of the best yet seen! Don't miss it.

WORLD CUP SOCCER



MEGADRIVE £31.90

Yeeesss! There's now a soccer game on the Megadrive! World Soccer is a one or two-player game and lets you play your own World Cup tournaments or friendlies with other teams from around the world.

Options at the start let you choose a one-off one or two-player game, or a World Cup tournament, which is a simulation of a real World Cup, with the player's team having to play against computer teams in group, quarter and semi-final matches to get to the final itself (if you're good).

Before a match begins you first choose a team by pointing a cursor at a map of the world. Each country has a rating - Brazil is one of the best, while Japan and China aren't much cop. Once you've chosen your country you can pick a team from a series of menus showing goalies, attackers, defenders and midfielders.

If you're playing a World Cup tournament, the team groups are randomly selected before play begins - if it's a friendly, play starts straight away.

The game uses an overhead viewpoint most of the time, but for penalties, corners and goal kicks a 3D view is used. The control system is intelligent, with all three joypad buttons used to give shots at goal, high kicks and short kicks. Players can also volley, head and do overhead kicks! This might sound complicated, but it doesn't take long to master.

The action is fast and furious, and the ball spangs around the screen at very high speed. In fact it almost seems too fast at first, but the speed makes the gameplay more exciting - you've always got to be on your toes, and there's never any time to hang about.

The computer opponents range from fairly hard to mega tough - you're not going to win the World Cup overnight, that's for sure. The sheer amount of options, and the random World Cup result in a game that'll keep football fans happy all season!

RATINGS

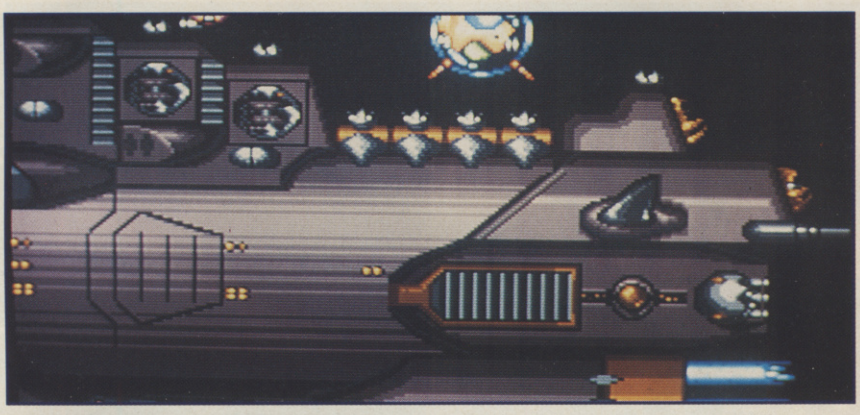
GRAPHICS 81%
Great sprites and intermission screens.

SOUND 82%
Rubbish ball noise, but great tunes.

VALUE 79%
Cheaper than your average season ticket!

PLAYABILITY 85%
Tough, but addictive and enjoyable nevertheless.

OVERALL 83%
Brilliantly presented and very playable - a great football simulation.



ROCK ON

PC ENGINE £31.90

The world's been peaceful for so long that everyone's getting just a little bit bored. There are no wars, no diseases and no opportunities for making loads of dosh. Well, there is one - but only real hard men have tried it so far.

Out there in space a mysterious race has hidden vast amounts of readies, guarded by its minions; find it, and you need never worry about the phone bill again. The minions' pockets are also lined with gold, all ready to be nicked - just wipe out an end-of-level mega ship and the money's in your hand.

Basically, this is a right-to-left scrolling shoot 'em up with a two screens high display. Your craft is constantly pummelled by bio-mechanical ETs and asteroids - shoot them and they leave behind an impressive list of power-ups. On the first level alone you can collect 2-, 3- and 8-way fire, front laser beam and laser-wall, front and rear flamethrowers, two grades of speed-up, twin-fire (horizontal and vertical), fireball, extra lives and shields.

On level two you descend from space into the hostile alien city, defended by ground emplacements and attack craft. Here you can find napalm bombs, homing missiles, snake laser and a kind of forward-firing mini nuclear blast. You need them all.

As you'd expect, things become a lot harder the further you get, but it all has a very similar feel, and there are only four (long) levels. The graphics work well, with some beautiful graded backdrops, but slow down when a lot is happening on screen. The sound, however, is a tad disappointing.

R-Type is about the best horizontal blaster on the Engine, but this is well worth a look if only as a cheaper alternative. It's frustrating to begin with, but it's well worth persevering with to see the brilliant later levels.

RATINGS

GRAPHICS 81%
Neat graphical touches, and some of the backgrounds are especially nice.

SOUND 72%
Jolly tunes and effects, but nothing special.

VALUE 72%
Shoot 'em up fans shouldn't be too disappointed.

PLAYABILITY 81%
Tough to begin with, but perseverance reaps its own rewards.

OVERALL 78%
A very tough horizontally scrolling shoot 'em up with some original touches. Recommended to experienced blasting fans.

F-1 DR

PC ENGINE £31.90

Anyone who's familiar with Moto-Roader will recognise the style of F-1 Dream. It presents an overhead view of off-road and Grand Prix courses and pits you against increasingly tough opponents.

However, there's much more to it than that. For a start, the Formula 1 races have pits, so that if your fuel runs out or your tyres get worn down, you can nip in for repairs. You've also got three speeds: two standard gears that your car is fitted with, to get you up to 266kmh, and turbo, which you need to acquire to provide any serious challenge to the front runners.

This is where English instructions would come in handy. Between every race you're given a series of options - without knowing what they are, you can't compete properly. It takes a lot away from the fun, because this looks like it could be everything that Moto-Roader wasn't: more depth and difficulty, greater competition, more courses, different cars, pits, bridges - it's got it all.

In fact, the lack of instructions is the only serious criticism. The control method is a little awkward to

DREAM

begin with, but you soon get used to pushing the joypad in the direction you want it to go. It's well worth a look, but you'll spend a lot of time trying to fathom it out.

RATINGS

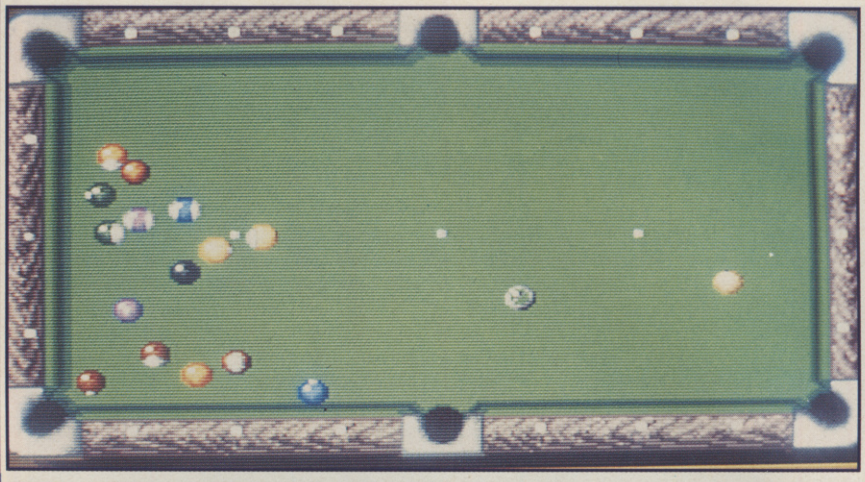
GRAPHICS 80%
Sometimes the courses are a bit dark, but otherwise they're detailed, with nice animation on the cars.

SOUND 60%
A vague tune plays along in the background as well as the usual screeching tyres and acceleration drones.

VALUE 72%
Plenty of courses and loads of depth.

PLAYABILITY 82%
Once you're into the Formula 1 racing, the challenge of beating seven other cars is well worth it. Pity there's no two-player option, though.

OVERALL 75%
If you're willing to spend time working out the options, there's plenty here to keep you going.



BREAK IN

PC ENGINE £31.90

All would-be Engine hustlers starved of pool-shooting action have now got a reason to celebrate: Break In is, quite simply, the best pool game on any computer.

You've got a choice of six basic games: 9-ball, 8-ball, Rotation, Cut-game, Yotsudama and Bowland, all of which are set on a regular sized table with their own individual rules. Be warned, though - if you're not familiar with anything but 8-ball, you're going to have a tough time playing, because the Japanese instructions give nothing away.

There's also the chance to practice your technique with the help of a computer expert: you can try your hand at standard potting, trick shots or carom - a kind of billiards with no pockets. The computer shows you how to do it and then you can make a complete mess of the shot.

Up to four players can take part, or you can just play the computer yourself. Select the challenge option and you're placed in the role of a castaway aboard a ship, obliged to beat 14 increasingly difficult opponents to avoid getting thrown overboard.

It's not the options that make this game so good, though; it's the superb ball movement. Every collision is almost flawlessly calculated to send the balls off at the correct angle and speed, and the animation is brilliant. You can play any kind of shot you want, including swerving the cue-ball around an obstacle to hit the object ball and any type of side, back or top spin. You can have bad luck, but not because the program has misread your instructions.

Break In takes a lot of practice to make perfect, but it's got much more scope for accuracy and skill than any other pool game. If you're a fan, you must have it.

RATINGS

GRAPHICS 88%
Beautiful to look at, with superb intermission screens.

SOUND 87%
A fabulous series of soundtracks and great ball noises.

VALUE 84%
For pool players, it's a must.

PLAYABILITY 90%
Plays just like the real thing!

OVERALL 89%
Simply the best pool game around.

SECTION 2

NINTENDO

Out there, in the inky blackness of the universe, hordes of mutant aliens are plotting the destruction of your race. Their base is buried within the heart of a planet, heavily defended by wall-mounted guns and squadrons of fighters.

You have volunteered to take them all on, single-handed (ie, there's no two-player option!), dressed only in a jet-powered hover-suit with limited shield capabilities. Armed initially with a laser, you can fire forwards and backwards, but some aliens take more shots to get rid of than others...

These aliens arrive in waves, wobbling around the screen and sometimes firing bombs at you. Occasionally some of them explode and unleash a wide circle of death which is pretty hard to avoid. Others are much tamer, and leave behind a munitions pod when you destroy them.

Extra weaponry can be picked up along the way in the shape of, for example, two-way firing lasers, chevron-waves and huge missiles. They increase your chances significantly, but the game still sorely misses a mega-weapon that blasts away everything on screen.

For a Side Arms clone, Section Z works poorly. It's slow, repetitive and a little clumsy. You get killed too often because the game has put you in an impossible situation rather than because you made a slip. There comes a point when, having been stopped without getting any further into the game for the 20th time in a row, that you just want to throw the Nintendo out of the window. Avoid buying it instead

RATINGS

GRAPHICS 51%
Unimaginative and bland aliens against similar backdrops.

SOUND 49%
Whiney tune coupled with blippy spot effects.

VALUE 41%
Too much money for too little reward.

PLAYABILITY 46%
The blasting action is repetitive and frustrating.

OVERALL 46%
A poor Side Arms clone with limited lastability.

TRO

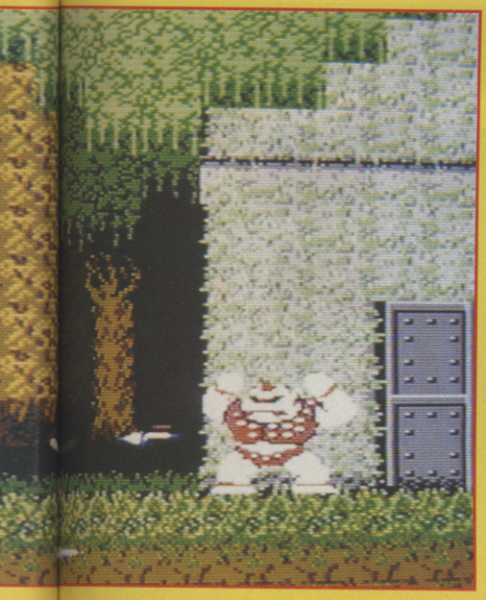
NINTENDO

The king of an evil empire has taken lots of your chums hostage, and is holding them captive in his domain. You are the Trojan, expert in martial arts, wielder of sword and shield, and it's your job to defeat the king.

The kingdom is divided into seven lands, each one more horrible than the last, populated by such eldritch creatures as Smashers, Slashers, Skrogyros, Hunch backs and Musclemen. Some appear on rocks, some attack you from the air or underground - all of them are out to stop you.

If an enemy stabs or shoots you, you lose energy and eventually your life; give them a couple of quick sword swipes, however, and they're dog meat.

Special items can be found dotted around the lands, including magic boots (allow you to jump higher), heart (tops up your strength), speed up (increases walking speed), key (opens a passage) and mouse (killed for bonus points). There are also special enemies, such as killer piranhas and the Hatchet Brothers, all of whom need your best skills to destroy.



JAN

What saves Trojan from being a pretty, if run-of-the-mill, beat 'em up is the two-player fight option. Select this and you're in a sword battle with another human - the moves are limited, but it's a nice touch. On the whole, Trojan is worth a look if you're a bit sick of Kung Fu games.

RATINGS

GRAPHICS 73%
The backgrounds vary but your attackers don't; both are very colourful, however.

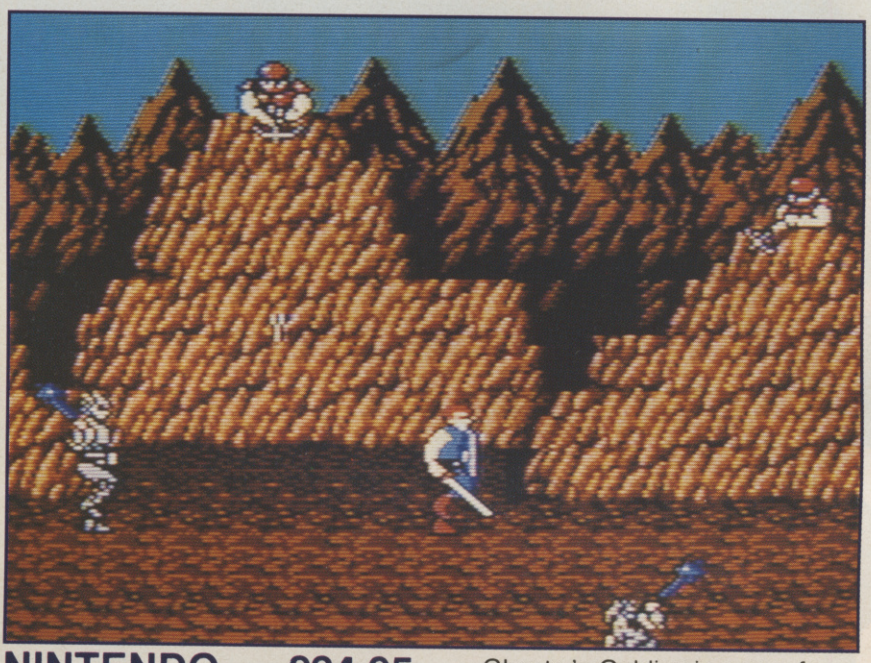
SOUND 43%
A boppy tune and some sword-slashing noises.

VALUE 69%
It's not very hard; but even so you might find yourself bored after a few hours.

PLAYABILITY 76%
There are seven stages, but the action in each is a little too similar. However, if you get bored, there's always the one-on-one game.

OVERALL 72%
A reasonable beat 'em up with the added bonus of a two-player sword fight.

GHOSTS 'N' GOBLINS



NINTENDO £24.95

The Princess has been kidnapped and imprisoned in a high tower by an evil lord. There's only one knight that can save her and rid Hades of its evil ghosts and goblins - you!

Hades consists of seven gates, each one set to a time limit and guarded by a demon who needs plenty of shots to kill; when he's dead he releases a key which opens the door to the next stage. At the seventh and final gate you do battle against the devil himself.

At the start you're armed with a nifty javelin, but you can swap this for one of four other weapons, hidden in secret jars. There are torches which create an arc of flame - but you can't throw another until one burns out; there's a short sword, which has greater speed than the javelin. The axe also forms an arc when thrown, so can be awkward to aim; and the cross is powerful and flies straight.

The first time our knight is hit, he loses his suit of armour and runs around in a pair of underpants. He can renew this suit, but if he gets shot again before he does, he dies.

Ghosts 'n Goblins is a very frustrating conversion, without anything like the quality sound or graphical power of the original. The control is too sluggish and enemies sometimes appear too quickly to avoid: it's an irksome game that won't have many friends.

RATINGS

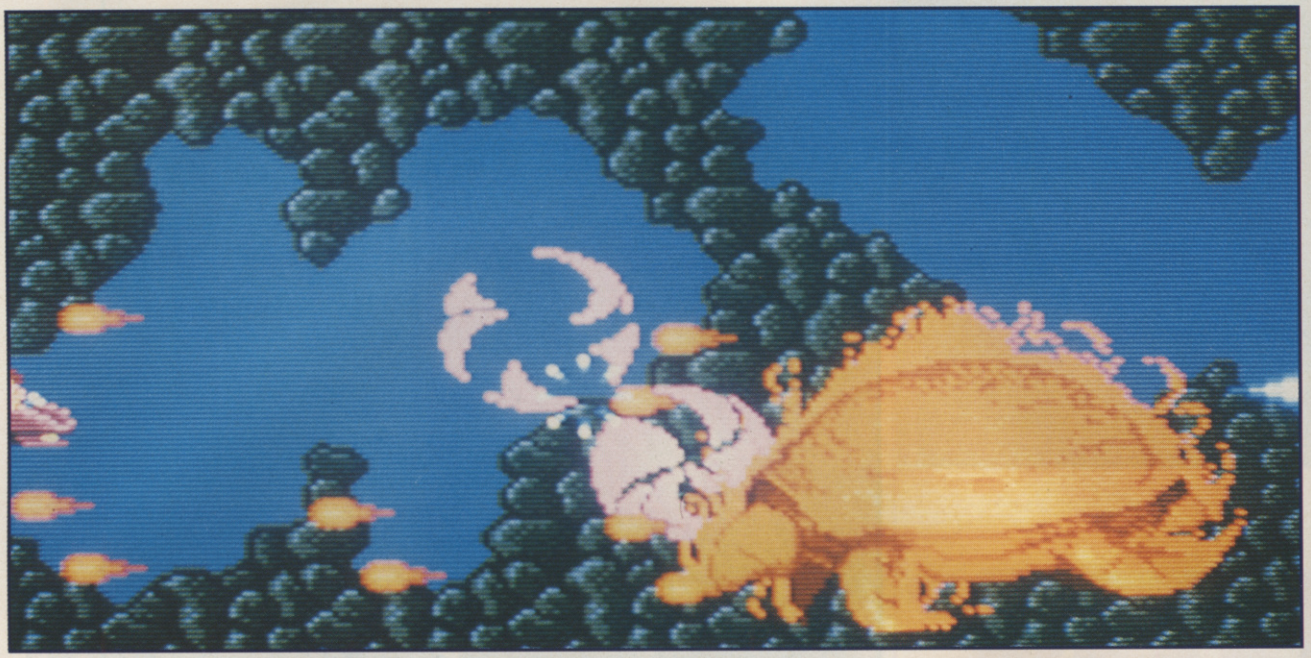
GRAPHICS 55%
Jerky scrolling and indistinct characters don't capture the feel of the coin-op.

SOUND 62%
A reasonable tune, but grating sound effects.

VALUE 47%
Fairly cheap for a Nintendo game, but not a particularly good buy.

PLAYABILITY 54%
Frustrating beyond belief, but the continue option allows you to practice infinitely.

OVERALL 55%
All the features of the coin-op, but the game just doesn't play very well at all.



ORDYNE

PC ENGINE £31.90

It's a crazy world, but there's plenty of money to be made for killing all kinds of creatures for one or two players simultaneously.

Unfortunately, creatures don't like getting killed that much. They tend to fire at you, they tend to have huge mother aliens as their last line of defence. They prove too much in the end for your little ship with its pea-shooter weapon.

PC Engine Ordyne, like its coin-op parent, has eight levels packed with creatures like this. They come in all shapes and sizes but have one thing in common - they're all incredibly cute. It's almost a shame to have to pulverise them, but that's what you must do. Wipe out a wave and it releases a balloon with credits attached.

Find a shop and you can spend these credits. Fancy a three-way laser, or a shield? A wide beam, Stock Bomb or a forward-rear blaster? Perhaps you'd prefer rapid fire? Well, if you've got the cash, they're yours for the taking - but only for a limited time.

There's also a gambling ship that drifts aimlessly along in the skies, waiting for you to squander your dosh. More often than not, though, you can gain valuable extra weaponry or credits for a small stake - so it's always worth a try.

As a conversion, Ordyne is simply brilliant; as a game in its own right it's very good. The graphics are weird, very colourful and beautifully animated, and the sound is very jolly. It's got all the ingredients for a good shoot 'em up: increasing difficulty, the need for quick reactions, extra weapons and lots of tight spots. Check it out.

RATINGS

GRAPHICS 90%
Arcade perfect: odd, varied and very colourful.

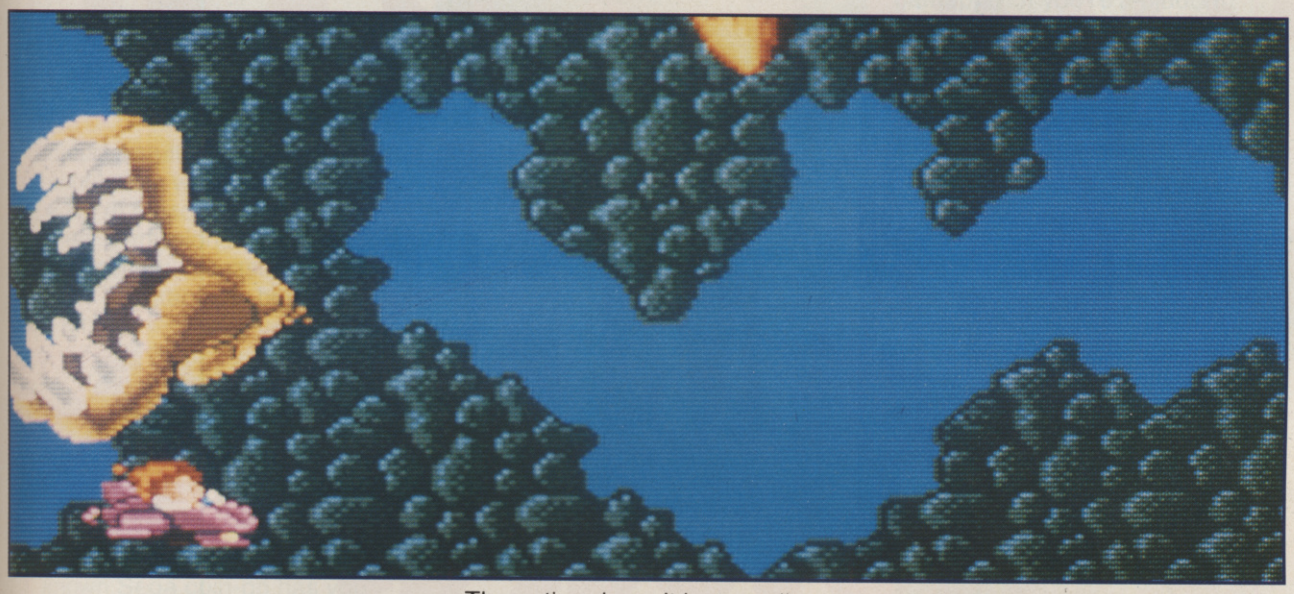
SOUND 80%
Weird but enjoyable music and strange sound effects complement the game very well.

VALUE 89%
Just like the real thing.

PLAYABILITY 92%
As much fun with one or two players; it only gets difficult after a while.

OVERALL 91%
A brilliant version of the cult coin-op - highly recommended to shoot 'em up fans.

BLOODY WOLF



PC ENGINE £31.90

A foreign power has captured the President, and is holding him hostage behind enemy lines. Armed only with a sub-machine gun and grenades, it's your job to infiltrate their camps, cause maximum damage and free him.

The action takes place in a pseudo-3D environment: your character can move in and out of the screen, and throw objects similarly. Enemies come from all angles, foot soldiers and crack troops, on motorbikes or poised on trucks; luckily, their firing rate is pretty slow, so you can usually blast them before they get near.

The action doesn't just scroll from right to left but upwards also; if you complete a section, you face all that the enemy can throw at you, usually in the form of a particularly heavy piece of hardware - like a submarine, tank or mega-hero.

Bloody Wolf looks like a load of rubbish, but the very poor graphics belie an engrossing and absorbing action adventure. Killing enemies isn't very hard, and if you do lose one of three energy points yourself, it's because there are too many of them. Getting used to the perspective is a bit difficult, because there are no shadows - lobbing a grenade doesn't mean you'll always hit the target.

But with practice you start making progress, and discover the game's many secrets. There's loads to do, and there are several evil twists that'll have you tearing your hair out! If you're a fan of combat games, get a load of this - it's brilliant!

RATINGS

GRAPHICS 76%
Effective 3D and decent sprite animation, but it all looks very similar.

SOUND 48%
Limited gunfire/grenade effects and a short tune.

VALUE 80%
Plenty of long-term appeal make this a worthy purchase.

PLAYABILITY 85%
Difficult, but the gameplay is highly rewarding and offers many surprises.

OVERALL 83%
An addictive and enjoyable action adventure with loads of depth.

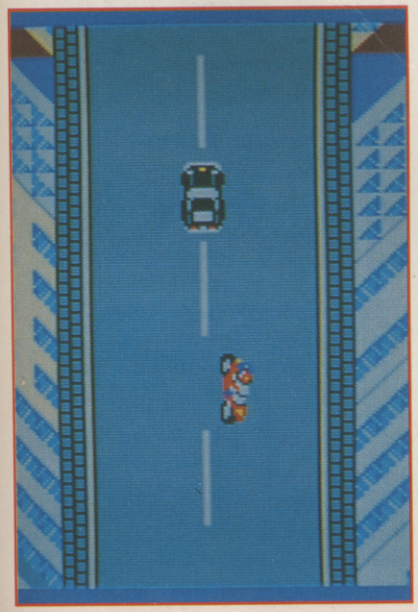
COMPLETE GAMES GUIDE

THE FOLLOWING 30 PAGES ARE DEVOTED TO THE COMPLETE GAMES GUIDE - HUNDREDS AND HUNDREDS OF REVIEWS OF JUST ABOUT EVERY GAME CURRENTLY AVAILABLE ON THE PC ENGINE, SEGA, NINTENDO, MEGADRIVE, VCS, 7800 AND COLECO. WE BELIEVE THIS IS THE MOST DEFINITIVE GUIDE TO CONSOLE GAMES EVER WRITTEN, AND GIVES YOU AN AT-A-GLANCE DIRECTORY OF THE BEST SOFTWARE AVAILABLE FOR YOUR MACHINE.

10-YARD FIGHT
NINTENDO
This conversion of the ageing American Football game is very similar to its coin-op counterpart. Simple arcade controls and straightforward, but addictive gameplay should make this a winner with sports fans.
OVERALL 76%

ACE OF ACES
7800
Colourful multi-scenario combat simulation, with the player flying a WWII Mosquito aeroplane on a variety of missions deep into enemy territory. Occasionally let down by the graphics, but otherwise fun.
OVERALL 75%

ACTION FIGHTER
SEGA
This conversion of the little-known Sega coin-op has you racing a bike and car and and flying a plane up a vertically scrolling screen with one aim - to blast everything in sight. Colourful graphics and great sound combine with excellent gameplay to produce a really neat and addictive shoot 'em up.
OVERALL 89%



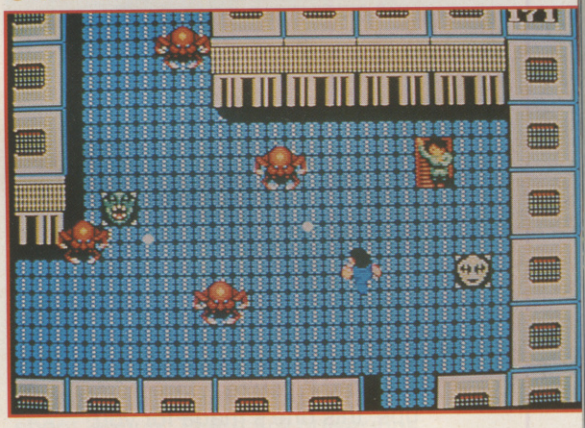
AFTERBURNER
SEGA
This 3D areoplane shoot 'em up might have been a great arcade game, but this Sega conversion is lacking in many departments. The 3D is effective, but the graphics are repetitive, and the sound is just above average. However, the worst thing is that the gameplay is flawed, allowing you to travel deep into the game simply by flying in the top left or right hand corners. Unless you're an ardent fan, give this a miss.
OVERALL 51%

ALEX KIDD
SEGA MEGADRIVE
Although the graphics look decidedly 8 bit, Alex Kidd is in fact a highly enjoyable platform romp through a multitude of horizontally scrolling levels, packed with hidden screens and bonuses. The sound effects and tunes are great, and add enormously to the atmosphere. Platform fans should check this one out.
OVERALL 85%

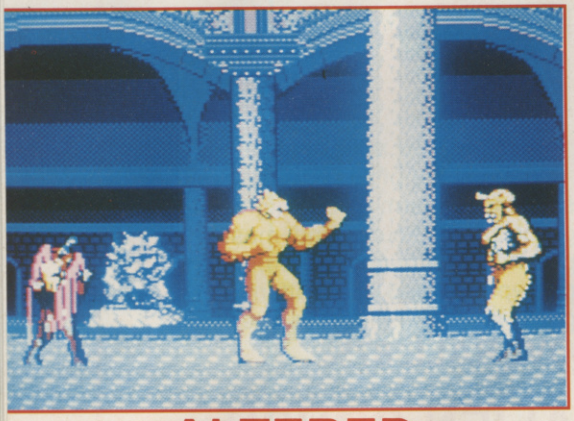
ALEX KIDD IN HIGH TECH LAND
SEGA
Another fun-packed romp with Sega's answer to Nintendo's Mario, Alex Kidd. Fun graphics, sound and gameplay conspire together to make an addictive little game - although it's not quite as good as Alex Kidd in Miracle Land.
OVERALL 76%

ALEX KIDD IN MIRACLE LAND
SEGA
The best Alex adventure features a multitude of multidirectionally scrolling platform screens, great graphics and sound, and, most importantly, thoroughly absorbing gameplay. If you're a platform game fan, don't miss this one.
OVERALL 87%

ALIEN CRUSH
PC ENGINE
This stunning pinball simulation is the best yet seen on any machine. The table itself is two screens high, and there's also a wide variety of bonus screens featuring all sorts of weirdo aliens. The graphics are very reminiscent of the Alien films, and there are two atmopsheric soundtracks to choose at the start of the action. If you can track this down, don't pass it
OVERALL 90%



ALIEN SYNDROME
SEGA
This very tough version of the cult Sega arcade game has you blasting your way through six alien-infested spaceships on a mission to rescue the human captives, set a time bomb and escape before the ship explodes. It's a neat shoot 'em up, but one feels after playing it that with a few tweaks this could have been a great game, rather than just a good one.
OVERALL 73%



ALTERED BEAST
SEGA
Four levels of the arcade game appear in this beat 'em up with a difference. Truck along kicking the crapola out of an army of nightmarish baddies, collect the power-ups and transform into a were-creature so you can go and do over the end-of-level baddie. It sounds fun, but the sluggish gameplay and murky graphics help ruin what otherwise could have been a fun game.

OVERALL 49%

ALTERED BEAST
SEGA MEGADRIVE
Unlike its 8 bit counterpart, the Megadrive version of Altered Beast is a pixel-for-pixel copy of the arcade machine. Everything's in there (including all five levels), and the sound and gameplay are spot-on. If you're a fan of beat 'em ups, this one's made for you.

OVERALL 87%

AMERICAN PRO FOOTBALL
SEGA
This is the best American Football game available on any home machine! Utterly fantastic presentation and beautifully balanced difficulty levels result in a game that both ardent fans and novice alike can thoroughly enjoy. Miss it at your peril.

OVERALL 96%

AMIDAR
VCS
This PacMan-style arcade machine's getting on in years, but this conversion still has that addictive ingredient to keep you coming back for more. The graphics are colourful, and the sound isn't bad at all. Give it a go if you're a maze game fan.

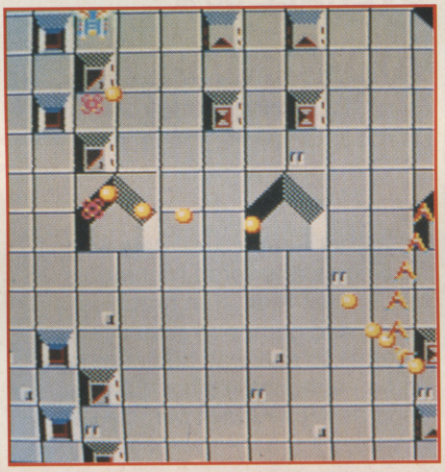
OVERALL 80%

ANTARCTIC ADVENTURE
COLECO
Here's a race game with a difference! Instead of a car, you control a penguin as he zooms around the icy wastes of the Antarctic. But watch out for unfriendly seals and ice cracks! Appealing graphics and sound combine here to produce a lovely little game that should be high on any Coleco owner's shopping list.

OVERALL 85%

ASTRO WARRIOR
SEGA (Free)
Originally given away free with the machine, this freebie is really neat. It's a vertically scrolling shoot 'em up with extra weapons, and has plenty of baddies to destroy. It's getting tough to track down, but if shoot 'em ups are tops in your house, it's well worth the effort to get hold of a copy.

OVERALL 82%



AZTEC ADVENTURE
SEGA
This arcade adventure with role playing overtones might appeal to some, but we found it a real snooze. Nice graphics and reasonable sound don't do anything when playing the game is a chore, rather than fun.

OVERALL 39%

BALLBLAZER
7800
Stop the presses! It's Lucasfilm's classic one-on-one futuresport game. Split screens are used to give each player a first person 3D view as they zoom about a checkered playfield attempting to shoot a glowing plasma ball in their opponent's goal. Superb graphics and one of the catchiest computer tunes ever written combine with superlative gameplay to make this one of the most exciting and competitive sports games yet seen. A classic!

OVERALL 97%

BALLOON FIGHT
NINTENDO
Cutey poo! There's a pair of balloons attached to your bum, and you've got to fly about the screen bursting your opponent's balloons to send them plummetting earthwards before they do the same to you. It's certainly fun, although it does get a bit tedious after a while.

OVERALL 74%

BANK PANIC
SEGA
Things get pretty frantic in this game as you attempt to shoot cowboys appearing from behind closed doors. But don't be too trigger happy or you'll shoot the innocent bystanders who also pop up, and lose one of your lives as a consequence. Although the action is repetitive, the fast and frenetic action keeps you from getting bored quickly.
OVERALL 78%

BASEBALL
NINTENDO
This wouldn't be too bad if it wasn't for the slow gameplay, sluggish controls and naff graphics. Baseball fans are recommended to wait for some other baseball games to appear before rushing out to buy this one.
OVERALL 60%

BASEBALL, THE
SEGA
Originally released as Reggie Jackson's Baseball, this is by far the best simulation of this sport to appear on the Sega. Neat graphics and plenty of options give plenty for baseball fans to get their teeth into.
OVERALL 79%

BATTLEZONE
VCS
Drive your tank into the battlezone and fight it out with the enemy's elite tank corps in this 3D shoot 'em up. It's certainly good fun, but we think Activision's Robot Tank, which is basically the same game, is even better!
OVERALL 78%

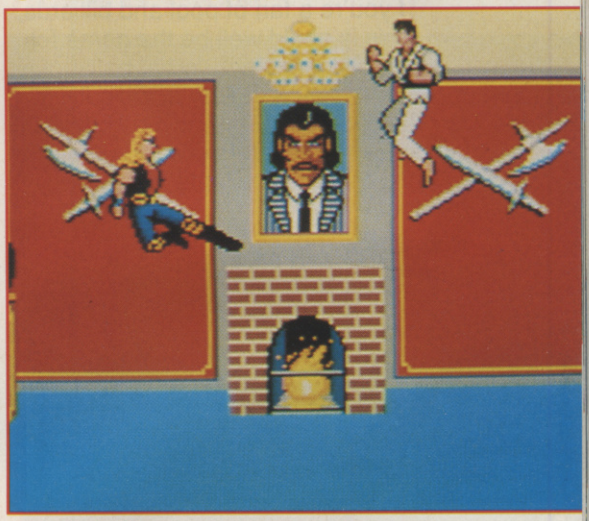
BC'S QUEST FOR TIRES
COLECO
Set in the Stone Age, this humorous little game follows BC's antics as he travels across a hazard-packed horizontally scrolling backdrop on the way to rescue his girlfriend, who's bee kidnapped by an evil dinosaur. The graphics are amusing, and even though completing the mission is rather easy, this is still well worth looking up.
OVERALL 78%

BEAMRIDER
VCS
Watch out! Aliens are attacking your ship. Blast 'em as they approach your ship in 3D, and make sure you destroy the mothership that cruises past in the background at the end of every level to ensure a regular supply of extra lives. Although the action is simplistic, it's fast and addictive enough to keep you blasting for ages.
OVERALL 81%

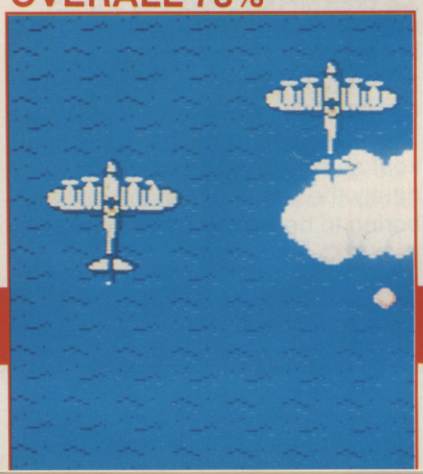
BEAMRIDER
COLECO
Higher resolution graphics and noisier than the VCS version, and just as playable. Check this sucker out if you're after a reflex-testing no-nonsense blaster.
OVERALL 83%

BERZERK
VCS
Oh dear - manic robots are on the rampage! Enter a never-ending series of mazes and blast 'em before they get you. But don't dally or the evil Otto will appear and get you. It starts out easy, but soon gets tough. There isn't much gameplay variety, but it's fun nevertheless...
OVERALL 74%

BLACK BELT
SEGA
Here's one for kung-fu fans! Walk along the horizontally scrolling backdrop and kick the shinola out of a whole army of baddies, then take on the tough end-of-level kung-fu experts. The graphics are neat, and there's loads of kicking and punching action to keep you happy.
OVERALL 80%



BOMBER RAID
SEGA
Take to the skies and battle a mighty enemy airforce single-handedly in this vertically scrolling shoot 'em up. There are power-ups to help you along - if you can survive long enough to pick them up. The graphics aren't much cop, but the action is addictive and compulsive until you've conquered all five levels.
OVERALL 78%



BOULDERDASH
COLECO

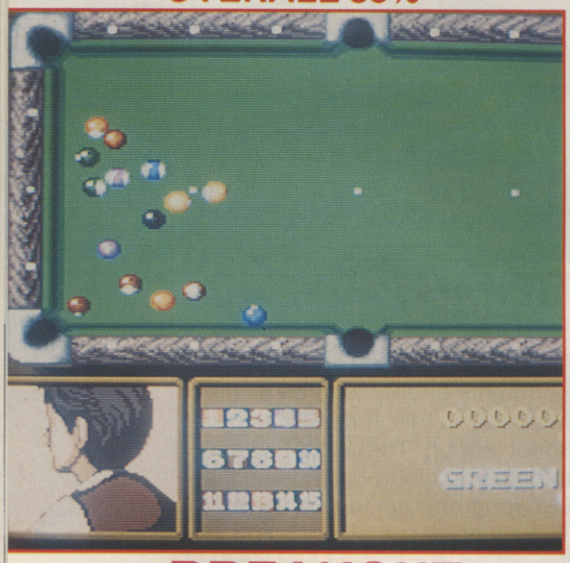
A classic computer game makes its way to the Coleco. Guide Rockford through a series of multidirectionally scrolling screens and collect all the diamonds before the time runs out. Each screen needs to be tackled in a different way if you're to succeed. The graphics are great, but it's the incredibly addictive gameplay that makes this one an absolute must for COleco owners.

OVERALL 97%

BREAK IN
PC ENGINE

If you're a fan of pool and billiards, this is could well be the game for you. Superb "feel", great ball movement, a wide variety of difficulty levels and atmospheric music conspire to make this one of the best pool games available at the moment.

OVERALL 85%



BREAKOUT
VCS

Bouce the ball around the screen with your bat and destroy all the bricks to continue to the next screen. This is computer gaming at its simplest - and it's not much fun. There are different types of Breakout games to play, but unfortunately the action is just too dull and boring to be worth bothering with.

OVERALL 24%

BUCK ROGERS
COLECO

Fly a variety of 3D shoot 'em up missions in this translation of the ageing Sega coin-op. The graphics are garish, but the action does have its high points, particularly the scoot across the planet sequence. It's a fun game, but by no means an essential purchase.

OVERALL 72%

BURGERTIME
COLECO

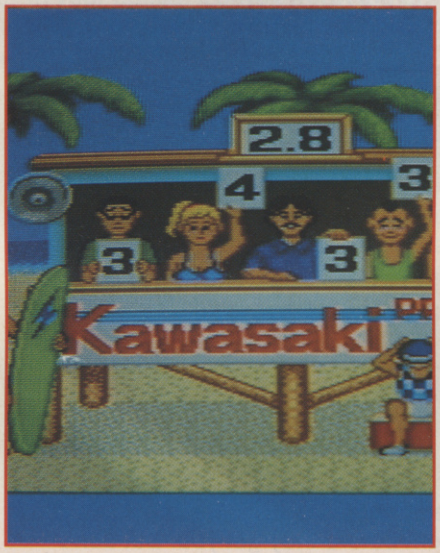
Weird city! Clamber your way around a series of platform screens and construct ginormous burgers while avoiding the less-than-amorous attentions of the evil ingredients. The action is challenging, but it's a shame there isn't a little more to it.

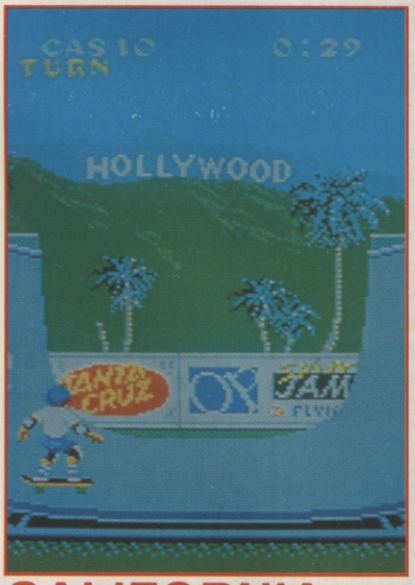
OVERALL 59%

CALIFORNIA GAMES
SEGA

Travel to the West Coast of America and partake in some wild 'n' wacky Californian sports events: BMX racing, skateboarding, roller skating, hackey-sacking, frisbee-throwing and surfing. Featuring stunning gameplay and some of the best graphics yet seen in a Sega game, California Games is a must-buy.

OVERALL 95%





CALIFORNIA GAMES
VCS

Only four events in this version, skateboarding, surfing, BMX-ing and hackey-sacking, but it's fun all the same. VCS sports simulation fans should give this a whirl.

OVERALL 82%

CAPTAIN SILVER
SEGA

The arcade machine never made it into the arcades over here, and if this conversion is anything to go buy, it's easy to see why. Wobbly graphics and uneventful gameplay add up to a game that lacks any thrills and spills. And the "music" is simply dire beyond belief.

OVERALL 43%

CARNIVAL
VCS

Shoot the fairground targets as they scroll across the screen, but watch you don't run out of bullets. The action doesn't look fast-paced, but in fact it's very frantic as you attempt to knock down all the targets and earn yourself special bonuses. Try it out if you fancy something a bit different from the normal shoot 'em up fare.

OVERALL 76%

CARNIVAL
COLECO
Similar gameplay to the VCS version, but has smarter graphics and sound. An unusual game that's worth trying.
OVERALL 78%

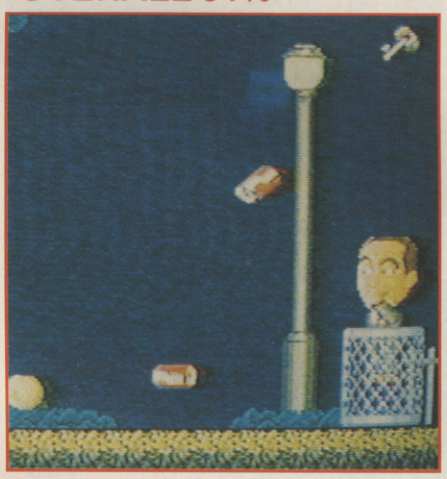
CASTLEVANIA
NINTENDO
Enter a daunting castle and do battle with the horrible inhabitants in this brilliant arcade adventure. A huge playing area and lots of neat touches will keep you engrossed for weeks. Don't be put off by the gaudy graphics - it's the gameplay that counts, and it's great!
OVERALL 80%

CENTIPEDE
VCS
Put your brain in neutral and blast the hell out of the horrible garden pests as they spang around the screen. Colourful graphics, fast action and noisy sound effects go to make this a top VCS blaster.
OVERALL 76%

CENTIPEDE
COLECO
This garden blaster is addictive in the short-term, but appeal wanes quickly as there's little variety between the screens. Only for the most undemanding of shoot 'em up players.
OVERALL 46%

CENTIPEDE
7800
This might be alright for VCS owners, but on a new console this isn't what shoot 'em up fans want. On the plus side are colourful graphics and loud spot effects, but a BIG minus is the b-o-o-o-ring gameplay, which will keep most people amused literally for a couple of hours.
OVERALL 34%

CHAN AND CHAN
PC ENGINE
This has got to be one of the rudest and funniest platform games around - it features a hero who farts at the baddies to kill them! The gameplay is very much in the Super Mario mould, and there are a myriad of secret screens and bonuses to discover. Engine fans shouldn't miss it.
OVERALL 91%



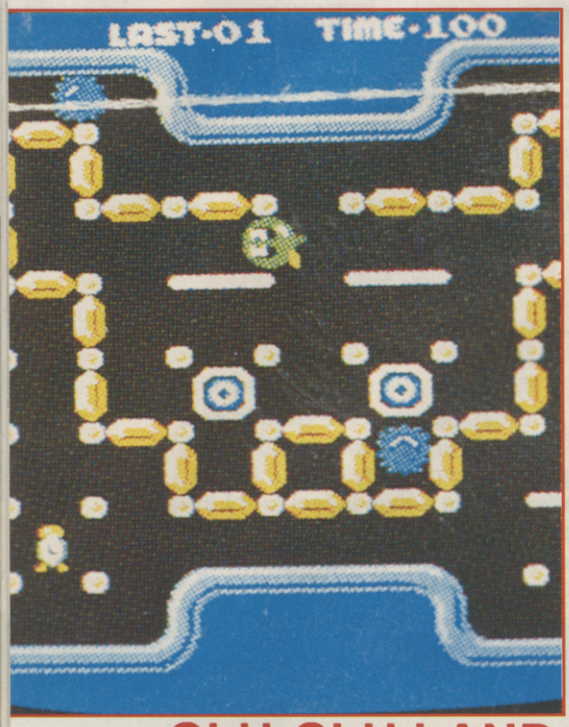
CHOPLIFER
SEGA
As an ace helicopter pilot, it's your duty to fly deep into enemy territory, pick up prisoners of war and whisk them back to safety. As you can imagine, the enemy don't take too kindly to this, and they've got their defences primed. The graphics are marvellous, and while the action is tough, the multi-scenario gameplay is difficult to walk away from once you've started playing.
OVERALL 87%

CHOPLIFTER
COLECO
Simpler than the Sega version, and not as good graphically, but nevertheless an enjoyable and challenging shoot 'em up game which is well worth keeping an eye out for.
OVERALL 81%

CHOPLIFTER
7800
Across between the Coleco and Sega version, with colourful graphics and plenty of loud sound effects. The action is fast and furious, and it'll take an expert player to rescue all the prisoners.
OVERALL 84%

CHOPPER COMMAND
VCS
Very simiar to the classic arcade game, Defender, Chopper Command puts you in charge of defending a convoy of vital supply trucks from the marauding enemy. The graphics aren't anything to write home about, but the action is highly addictive, and gets the old adrenalin flowing.
OVERALL 83%

CIRCUS
VCS
Using a see-saw, you have to bounce a pair of clowns around the screen and burst all the balloons. Rubbish graphics and weedy sound are more than made up for by the highly addictive gameplay. It looks simple, but once you start, it's difficult to put your paddle down.
OVERALL 82%



CLU-CLU LAND
NINTENDO
What a weird name! What a strange game! Guide your little creature and expose a pattern to move onto the next. But watch you don't fall foul of the marauding baddies. Clu-Clu Land offers fun in the short term, but after a while the appeal wanes...

OVERALL 62%

COMMANDO
VCS
Are you macho enough to take on a whole army single-handedly? If you are you'll most probably thoroughly enjoy this vertically scrolling shoot 'em up. It's challenging and addictive, even though it doesn't look up to much.

OVERALL 77%

CONGO BONGO
COLECO
Colourful and attractive 3D graphics belie this old arcade conversion's simplistic and ultimately bland gameplay. There are only three screens of action, and once you've been through them it all gets rather dull.

OVERALL 52%

COSMIC ARK
VCS
While this doesn't win any prizes for great graphics and sound, this shoot 'em up with a difference is fairly addictive and will keep most players happy for a couple of days.

OVERALL 64%

CRYSTAL CASTLES
VCS
Guide Bentley Bear around a series of 3D screens and collect the gems before the evil baddies get him in this conversion of the old Atari coin-op. The sprites look flat, but that doesn't stop this PacMan variant being an addictive and playable game.

OVERALL 80%

CYBER CROSS
PC ENGINE
No marks for originality - guide your man along a horizontally scrolling landscape while disposing of an army of baddies - but this graphically impressive beat 'em up has many neat touches that puts it head and shoulders above other games of this ilk.

OVERALL 80%

CYBORG HUNTER
SEGA
Enter the lair of an evil despot and destroy his army of cyborgs before finally disposing of the arch-baddie himself. This arcade adventure has lashings of beat 'em up action, and has a large map to explore. It's a shame the action isn't a little more varied...

OVERALL 74%

DEADLY DISCS
VCS
Based on the Tron film, this is a one-on-one game with you attempting to hit a computer baddie with your mega frisbee before he gets you. The opponents certainly get tough, but the action doesn't get any more exciting because of it.

OVERALL 68%

DECATHLON
VCS
The ultimate joystick-waggling sports simulation for up to four players. There are ten events - and all require you to waggle your joystick as fast as you can to get top scores. It's exhausting, but massively enjoyable. Just make sure you've got a couple of spare joysticks before you buy!

OVERALL 92%

DECATHLON
COLECO
Like the VCS version, this is a veritable joystick thrasher! The gameplay's as good, and the graphics are even better!! Who says computer games never keep you fit?

OVERALL 93%

DEEP BLUE
PC ENGINE
Travel under water, meet strange alien species... then blow them up! Although this horizontally scrolling shoot 'em up features some nice graphics, the gameplay is very bland and offers nothing that hasn't

already been seen. R-Type, P-47 and Ordyne are far better.

OVERALL 58%

DEFENDER
VCS

Defender is one of the finest arcade games of all time, and this version, incredibly, manages to capture its spirit and atmosphere. The idea is to patrol a two-way scrolling planet and defend your humanoids from an evil bunch of aliens who want to whisk them away. The action is fast and furious, and your reflexes are tested to their limits as you do battle. Great stuff!

OVERALL 90%

DEMON ATTACK
VCS

Nyurk! Horrible beasties from unnamed galaxy are on the warpath, and you're the Earth's only hope! This Phoenix/Galaxians clone lacks any intellectual properties whatsoever. But does that make it a bad game? No chance, matey. Just turn of the old grey matter and get blasting? Who needs a brain anyway?

OVERALL 87%

DIG DUG
VCS

The Grandfather of all digging/tunnelling games, Dig Dug sticks you underground with the objective to destroy all the baddies who live there. The graphics are very nice, but really the gameplay is only mildly addictive.

OVERALL 63%

DIG DUG
7800

Virtually arcade perfect, but since the original machine is no great shakes, this doesn't really stand a chance. Fans of the arcade game (if there are still any) will be in seventh heaven, others will find the action bland and unexciting.

OVERALL 64%

DODGE 'EM
VCS

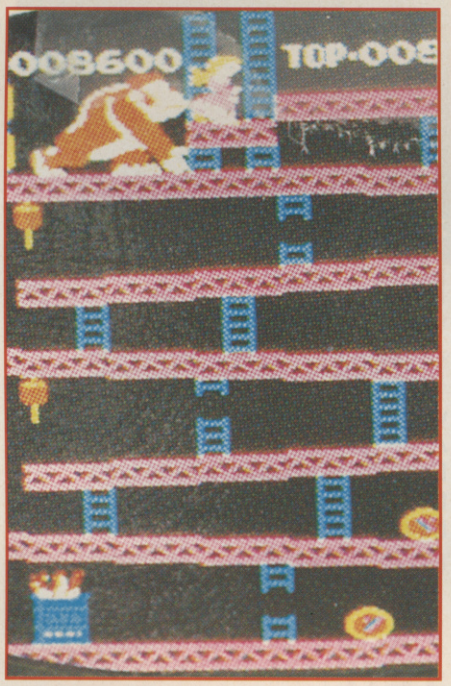
Whizz around the maze, picking up dots and avoiding a head-on collision with other cars travelling in the opposite direction. It's a great laugh at first, but when you discover that there's nothing else to it, the appeal wanes alarmingly quickly.

OVERALL 46%

DONKEY KONG
NINTENDO

This four-screen ladders and ramps game is donkeys (aaaaaggh) years old, and as a consequence isn't a whole heap of fun. Players will definitely find it amusing for a couple of hours, but there are many games in the same price range that offer much more lasting appeal.

OVERALL 45%



DONKEY KONG
VCS

Wobblier graphics than the Nintendo version, and only has two screens. Video game virgins might find a challenge in there somewhere, but anyone else will find themselves getting bored very, very quickly indeed.

OVERALL 32%

DONKEY KONG
COLECO

Only three screens, but harder than the Nintendo version. Once you've conquered all the screens, there's not a lot to come back for. Forget it unless you're in love with the arcade machine.

OVERALL 39%

DONKEY KONG JNR
NINTENDO

More variety than its predecessor, but still only has four screens. Might have been fun four years ago, but these days, when compared with other Nintendo games, this looks very dodgy indeed.

OVERALL 46%

DONKEY KONG JNR
COLECO

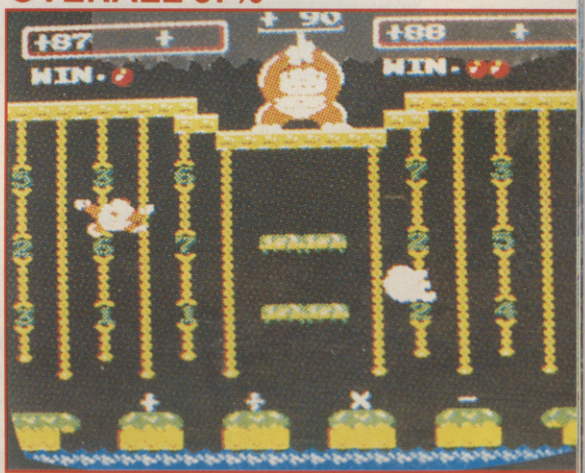
Similar criticisms to the Nintendo version - it's just not good value for money.

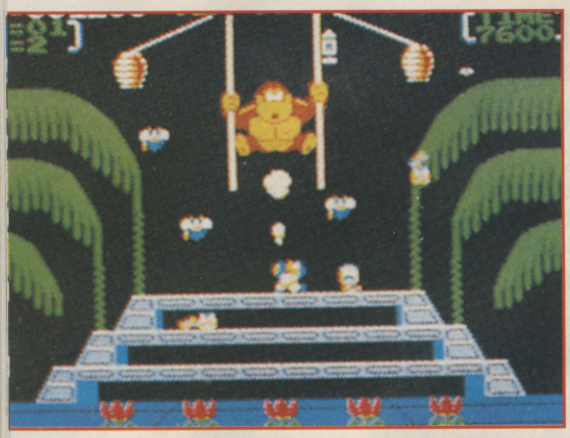
OVERALL 45%

DONKEY KONG JNR MATH
NINTENDO

This educational game is alright for the kiddies, but the more discerning games player will scoff and poke fun. Strictly for infants only.

OVERALL 67%





DONKEY KONG III

NINTENDO

Three screens of bland shooting action add up to a game that you'll play a couple of times before relegating it to the software shelves. Give it a miss.

OVERALL 48%

DOUBLE DRAGON

SEGA

Your girlfriend's been kidnapped by a bunch of hoodlums, and you (and a mate) have to travel to the wrong side of town to get her back. Put your fighting skills into action as you punch, kick and bash your way through the entire gang to rescue your girlie. Featuring great graphics and gameplay, Double Dragon will appeal to anyone who enjoys a bit of on-screen ultraviolence.

OVERALL 82%

DRAGON SPIRIT

PC ENGINE

Fly your dragon through eight vertically scrolling levels and roast and bomb the hordes of baddies before they get you. There are loads of power-ups to grab in this utterly superb shoot 'em up - and you need them all! Dragon Spirit is a demanding blaster, but is thoroughly deserving of any PC Engine owner's dosh.

OVERALL 92%

DRAGSTER

VCS

Burn rubber as you attempt to clock up the fastest times - but watch you don't blow your engine! Although the graphics are poor, Dragster is an original and entertaining title which should definitely be checked out.

OVERALL 78%

DRUNKEN MASTER

PC ENGINE

The giant-sized sprites are very impressive on this horizontally scrolling kung-fu game, but the fact that there are only three moves result in the game becoming ultimately dull. Kung-fu fans might find the action enjoyable, but others are recommended to steer clear.

OVERALL 58%

DUCK HUNT

NINTENDO

Get out your Light Phaser and blast some cute little duckies... but watch you don't get bored. While this is a fun game, the action isn't very varied, and play becomes tedious after a couple of sessions.

OVERALL 57%

DUNGEON EXPLORER

PC ENGINE

Up to five players can play in this gorgeous-looking and brilliant-sounding Gauntlet game. There's a bit of arcade adventuring and puzzle-solving involved, but basically the onus is on blasting the baddies - and they are varied and numerous. The playing area is very large, and there are plenty of surprises in store for the players! PC Engine owners should definitely check this out.

OVERALL 92%

EMPIRE STRIKES BACK

VCS

A word of warning - this isn't a copy of the arcade game, but is instead a monotonus bore in which you have to blast AT-ATs before they reach your base. Unless you're bonkers about Star Wars, give this one a miss.

OVERALL 46%

ENDURO
VCS
Incorporating a simplistic 3D viewpoint, the objective is to simply pass enough cars to extend your time limit. It's pretty mindless, but there's that essential ingredient in the action which brings you back for more.

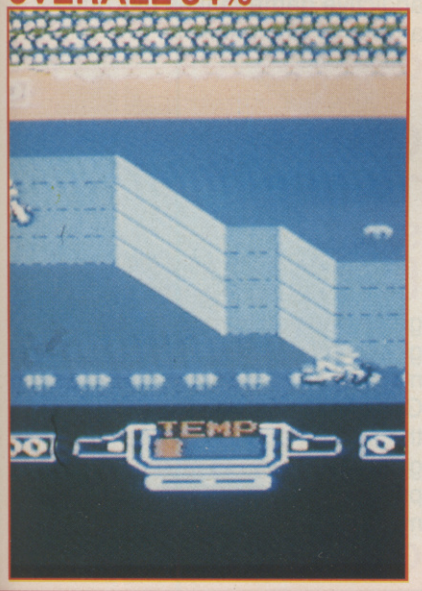
OVERALL 77%

ENDURO RACER
SEGA
This off-road motorcycle racing game has ten levels to test your mettle, if test is the right word for it - they're a doddle to go through, and once you've seen the ludicrous end of game message you won't be coming back for more.

OVERALL 53%

EXCITEBIKE
NINTENDO
Forget the wobbly graphics and crummy sound - Excitebike is a great laugh! Whizz along the horizontally scrolling track at top speed, beat the other racers and knock up record times by tackling the obstacle-strewn course correctly. As you go further into the game, the courses and time limits get tougher and tougher. Simple, but addictive.

OVERALL 84%



F-14 TOMCAT
VCS
Those who scoff at the VCS should be shown this, then be made to eat their words. F-14 packs an amazing amount into this humble little console, and features take-off and landing, and full dogfight and combat modes AND doesn't compromise on the graphics and sound. Amazing! VCS owners should definitely add this to their collection.

OVERALL 93%

F-16 FIGHTER
SEGA
Looks impressive, but unfortunately doesn't play all that well. Just blast everything out of the sky and avoid enemy missiles and you'll survive... Seems alright at first, but the appeal doesn't last long.

OVERALL 53%

FANTASY ZONE
SEGA
Weirdo acid-casualty backdrops and sprites and some dinky tunes are all part and parcel of this highly entertaining two-way scrolling shoot 'em up. Naturally there are power-ups to get, and a whole heap of whack end-of-level nasties. Highly recommended to shoot 'em up fans.

OVERALL 87%

FANTASY ZONE
PC ENGINE
Just like the Sega version, but smoother, more colourful and has better tunes. Wasn't a massive hit on the Engine, and it's difficult to see why - it's a really great game.

OVERALL 88%

FANTASY ZONE II
SEGA
A great little shoot 'em up, but its one flaw is that it's just too similar to the first Fantasy Zone game. The graphics and aliens are even more outlandish, but unfortunately the gameplay is virtually identical. If you haven't got the first one, this is worth checking out, otherwise don't bother

OVERALL 76%

FIGHT NIGHT
7800
Construct your own boxers and then take on a variety of mean 'n' moody opponents in the ring. Fight Night is an amusing and graphically impressive boxing game which is bound to appeal to video pugilists.

OVERALL 80%

FIREFIGHTER
VCS
If you've ever wanted to be a fireman, here's you chance. A building's ablaze and you've got to douse the flames and rescue trapped people. Firefighter won't set the world alight, but the action is enjoyable enough to appeal for more than a couple of sessions.
OVERALL 72%

FOOD FIGHT
7800
The original arcade machine wasn't a big hit when it appeared about eight years ago, but this conversion is jolly good fun. The graphics and sound are appealling, and the game is entertaining enough to warrant the price tag.
OVERALL 78%

FROGGER
VCS
Guide your little frog over a busy road, then get him safely across the river by jumping from log to log. A cute game, but it doesn't hold much in the way of lasting appeal - the action just get too tedious.
OVERALL 42%

FROGGER
COLECO
Finer graphics than the VCS version, but the gameplay is unfortunately the same. It'll keep you amused for an hour or two before you'll want to play something a little more stimulating.
OVERALL 46%

FROGGER II
COLECO
Three screens instead of the original's one, but the gameplay's basically very similar. The graphics and sound are quite jolly, but the action just doesn't keep you engrossed.
OVERALL 48%

GALAGA 88
PC ENGINE
Although this is basically a souped-up Galaxians game, the incredibly colourful graphics, fantastic sound and new twists in the gameplay make this a highly addictive title that's packed with speedy action.
OVERALL 88%

GALAXIANS
VCS
A good rendition of the ancient arcade game combines both colourful graphics and exciting gameplay as you shoot down a never-ending horde of flying aliens. The gameplay's mindless, but fun nevertheless.
OVERALL 78%

GALAXY FORCE II
SEGA
Very successful conversion of Sega's huge 3D coin-op is graphically very impressive. Take off and fly missions to four different alien worlds and destroy as many targets as you can before flying down deep and twisting tunnels to blow up the main installation at the very heart of each world. Great stuff.
OVERALL 91%

GATEWAY TO APSAI
COLECO
Simplistic Dungeons and Dragons role-playing stuff as you enter the Temple of Apsai and attempt to walk off with as much treasure as possible. Weak graphics and mildly addictive game makes this one for ardent RPG fans only.
OVERALL 64%

GHOSTBUSTERS
SEGA
Based on the hugely successful film, this thoroughly enjoyable game has you bustin' as many ghosts as possible, with the ultimate aim to beat the evil God Gorza, who is trying to take over the city. Ignore the terrible music - great graphics and addictive gameplay are more than enough to make this a brilliant game.
OVERALL 88%

GHOSTBUSTERS
VCS
Basically the same gameplay as the Sega version, but the graphics and sound are far weaker. Still, it's the gameplay that counts, and this has plenty. Highly recommended to Ghostbusters fans.

OVERALL 84%

GHOST HOUSE
SEGA
Enter the platform screens of the Ghost House and do battle with all sorts of horrible supernatural creatures, including Dracula himself! The graphics are pretty poor, but the gameplay is addictive and enjoyable.

OVERALL 76%

GLOBAL DEFENCE
SEGA
This conversion of the Sega coin-op SDI is set just after the outbreak of World War III. Using a laser-equipped satellite, you must destroy enemy missiles and other space vehicles before they wreak incalculable damage to the Earth. Global Defence is a tricky game to master, but has plenty of lasting appeal for those willing to persevere.

OVERALL 79%

GOLF
NINTENDO
Although the graphics and sound are by no means outstanding, this plays a decent game of golf. There are some fiendish holes, and it takes a lot of practice to get around on par. Recommended to golf fans.

OVERALL 76%

GOLF BOY
PC ENGINE
Crystal clear graphics, decent tunes and stunning gameplay are all part and parcel of this excellent multi-player golf game. Highly recommended to golf fans.

OVERALL 89%

GOLVELLIUS
SEGA
Another quality Sega arcade adventure combines both arcade and adventuring aspects to create an enthralling and challenging game. The graphics are neat, and there are plenty of decent tunes to accompany your quest.

OVERALL 87%

GOONIES II
NINTENDO
Go and rescue your buddies, who've been captured by a gang of horrible villains. This is an original and entertaining arcade platform game, and there are plenty of logical puzzles to solve, but none are so difficult that they hold up play. Try it out if you're after something a little different.

OVERALL 81%

GORF
COLECO
This multi-scenario arcade conversion has elements of Space Invaders and Galaxians as you take on the mighty Gorfian empire. It's very slick, but the repetitive gameplay means that the appeal wanes after a couple of sessions.

OVERALL 65%

GRADIUS
NINTENDO
High quality conversion of the classic horizontally scrolling arcade game Nemesis incorporates all the features of the original coin-op, and adds some secret bonuses. The graphics and sound are excellent and the shoot 'em up action is fast and furious.

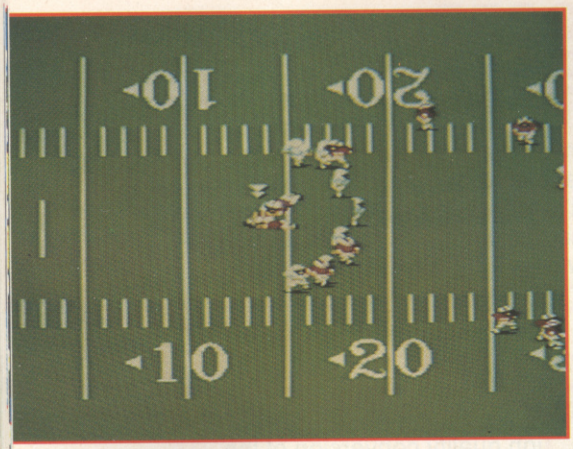
OVERALL 90%

GRAND PRIX
VCS
Featuring an overhead view of the action, you have to dodge and weave your way up the vertically scrolling screen and overtake as many cars as possible to stay in the race. It's very basic, but there's something in the action that keeps you coming back.

OVERALL 80%

GREAT BASEBALL
SEGA
Not as hot as The Baseball, Great Baseball has all the features you'd expect from a baseball game. The gameplay is pretty good, but the graphics and sound aren't up to scratch. Go for The Baseball instead.

OVERALL 71%



GREAT FOOTBALL
SEGA
In its time, this was considered to be a pretty good American Football game, but when you compare it to Pro Football, it looks dated. If you're an American Football fan, make a bee-line for Pro Football instead.

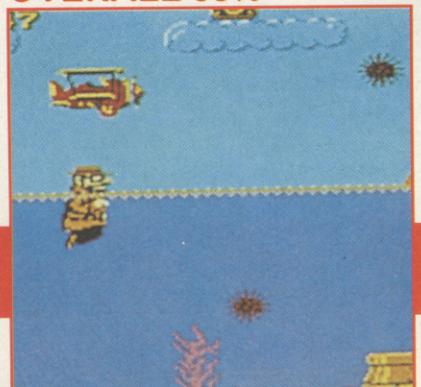
OVERALL 73%

GROG'S REVENGE
COLECO
This follow-up to BC's Quest for Tyres has BC on a quest to find the meaning of life, which means travelling up loads of twisty mountain roads on his trusty stone wheel. Hilarious graphical touches and jolly gameplay makes this a game that's both addictive and highly amusing.

OVERALL 87%

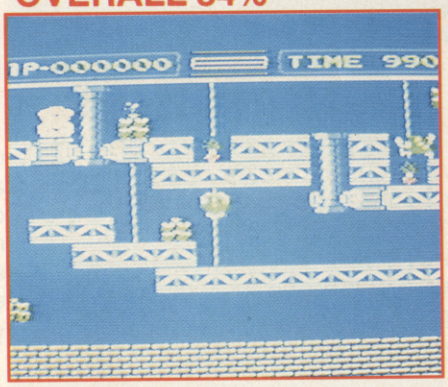
GUMSHOE
NINTENDO
Use your Light Phaser and help guide Gumshoe around the screen. Cute graphics and a variety of amusing tunes makes this an enjoyable game for a while.

OVERALL 68%



GYROMITE
NINTENDO
One of the few games for the ill-fated Nintendo Robot, ROB (it has been dropped rom the Nintendo range in America), this is a simplistic game in which you have to guide your man around the screen. Unless you've got ROB, don't bother with this one.

OVERALL 54%



HERO
VCS
This superb platform/arcade adventure casts you as the jet-packed HERO, who has to enter a series of mines and rescue the trapped miners. There are loads of baddies to avoid, and traps to figure out. The graphics are colourful, but it's the massively addictive gameplay that makes this one of the best VCS games you can buy.

OVERALL 93%

HERO
COLECO
Just like the VCS version, but has better graphics and sound. If you're a Coleco owner, don't miss this one.

OVERALL 94%

HOGAN'S ALLEY
NINTENDO
Fairly enjoyable, but ultimately tedious Light Phaser game has you blasting away at targets as they spin around. Hit the baddies - but don't shoot the goodies or it'll be curtains!

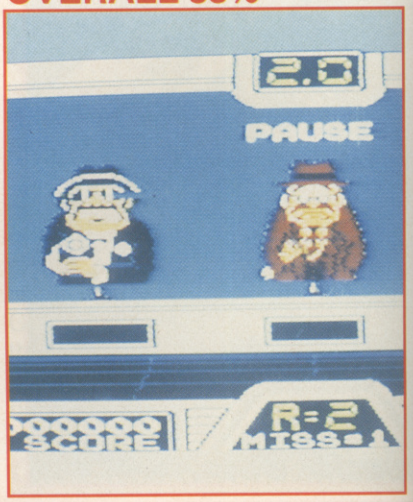
OVERALL 60%

ICE CLIMBER
NINTENDO
The objective of this platform game is to reach the top of each screen by jumping from floor to floor. Just to make life tough, there are loads of arctic baddies out to get you! Fun for a while, but the addictiveness is short-lived due to the repetitive gameplay.

OVERALL 58%

JOUST
VCS
Take to the skies on your Ostrich(!) and attempt to unseat the evil Buzzard-flying Shadow Lords by flying over them and bumping them from above. This conversion of the cult Williams arcade game is surprisingly accurate to the original, and the gameplay is both challenging and addictive.

OVERALL 83%



JUMPMAN JNR
COLECO
This superb platform game requires split-second timing and fast reflexes if you're to survive the fiendishly-contructed screens. Although the graphics don't look up to much, this is an incredibly addictive game, and will have you playing into the small hours.
OVERALL 89%

JUNGLE HUNT
VCS
Oh no! Horrible tribesmen have kidnapped your girlfriend. Brave all sorts of jungle dangers including crocodiles and rock falls and rescue her before they turn her into stew! This colourful arcade game holds your interest until you've rescued your girlfriend a couple of times - which isn't massively difficult.
OVERALL 69%

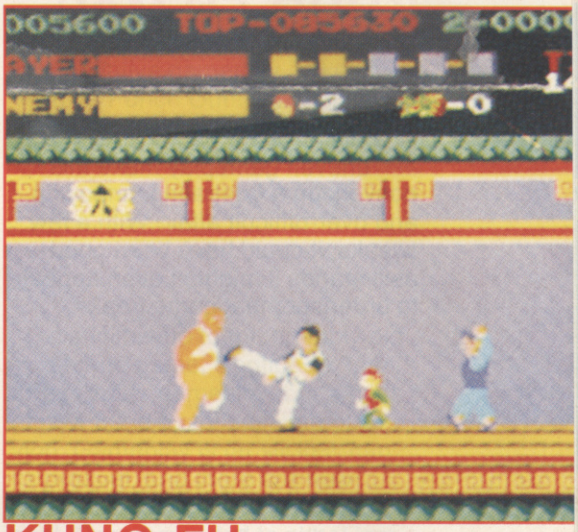
JUNIOR PAC-MAN
VCS
Whizz around the maze and gobble those dots and power pills before the infamous ghosts catch up with you! Bigger mazes than the other two PacMan games, but the gameplay's basically the same. Recommended to PacFans - others might find dot-gobbling gets a bit boring after a while.
OVERALL 77%

KABOOM
VCS
Catch the bombs that are being dropped by an evil matey at the top of the screen. After a couple of rounds things start getting very fast indeed, and your reflexes are tested to their limits. Fun for a while, but this is all there is to it...
OVERALL 47%

KANGAROO
VCS
Similar in style to Donkey Kong, you've got to guide little Kangaroo up a series of platform screens and reach the top. Pick up the fruit en route and bash the baddies as they approach. Colourful graphics, but the gameplay doesn't half get dull.
OVERALL 48%

KARATEKA
7800
Beautifully presented karate game with some lovely visual touches has you fighting your way along a horizontally scrolling landscape in an attempt to rescue a kidnapped Princess. Some might find the action a tad slow, but the gameplay is nevertheless addictive, with plenty of surprises in store for those willing to stick at it.
OVERALL 83%

KENSEIDEN
SEGA
Here's one for Sega arcade adventurers. Featuring an entertaining blend of reflex-testing arcade play, as well as some brain-bending puzzles, Kenseiden is a game that'll keep you engrossed for weeks. Recommended to experienced arcade adventurers.
OVERALL 85%



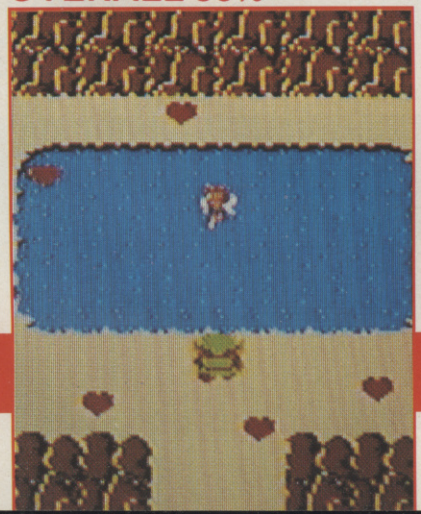
KUNG-FU
NINTENDO
An accurate conversion of the old arcade game, Kung-Fu Master, this scrolling karate romp involves you guiding hero Thomas through four levels of a baddie-packed building on his way to rescue his girlfriend. Bright graphics and tricky, but not insurmountable gameplay make this a good buy for Kung-Fu fans.
OVERALL 78%

KUNG-FU KID
SEGA
Strange as though it may seem, this is a cute kung-fu game, which follows the usual gameplay formula as others in the genre - horizontally scrolling landscape, loads of baddies to kick in, and big end-of-level-hards. It's nicely done, but doesn't match up to Black Belt, which is very similar in concept.
OVERALL 70%

KUNG-FU MASTER
VCS
Minimal backgrounds and uneven gameplay make this conversion a frustrating, annoying and over-difficult affair. With a few tweaks, it could have been good - as it stands it mightn't even appeal to ardent combat game freaks.
OVERALL 54%

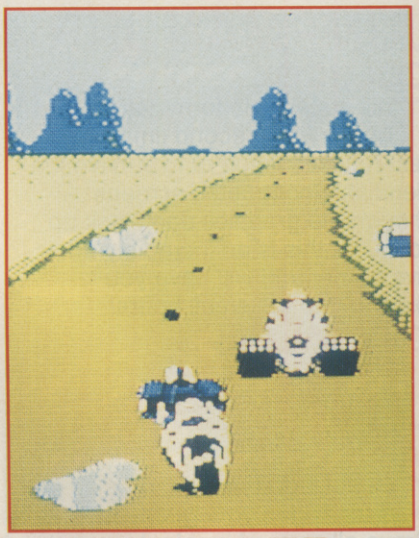
LEGENDARY AXE
PC ENGINE
Magnificent Rastan clone in which you guide the axe-wielding hero through a variety of scrolling landscapes. There are all sorts of weird and wonderful creatures to battle with, all beautifully drawn and animated. The graphics are simply fabulous, the music stunning and the gameplay's out of this world. Legendary Axe is tricky to track down, but if you can find a copy, don't miss it under any circumstances.
OVERALL 96%

LEGEND OF ZELDA
NINTENDO
Massive seller in Japan and the US, Legend of Zelda is a massive arcade adventure in which you have to travel the lands picking up magical items and solving puzzles to enable you to rid the world of an evil curse. The graphics are strictly average, but a save game option (Zelda has a battery-backed RAM) and excellent playability result in a thoroughly addictive game.
OVERALL 86%



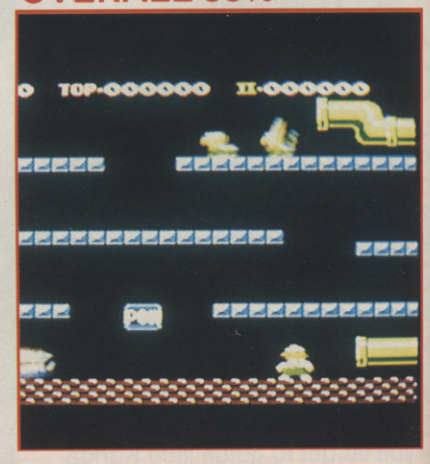
LOOPING
COLECO
Fly your plane around a wild and whacky scrolling landscape, avoiding giant water drips and huge balloons amongst other things in this conversion of the yonks-old arcade game. The graphics are pretty ropey, and the game only holds interest until you reach the finish, which only takes a few games.
OVERALL 43%

LORD OF THE SWORD
SEGA
Guide your Robin Hood lookalike around the horizontally scrolling landscape and shoot the baddies with your bow and arrow. There's a bit of adventuring thrown in too - but the emphasis is definitely waggling your joycard rather than using your brain. Lord of the Sword is a good looking game, and the action is enjoyable - but not overly exciting.
OVERALL 76%



MACH RIDER
NINTENDO
Race along on your motorbike avoiding hazards and machine-gunning the enemy cars off the road. What would be an exciting game is ruined by boring gameplay and bland graphics - with a little practice you can make a single game go on for hours. It's just not challenging enough.
OVERALL 49%

MARIO BROS
NINTENDO
In this single screen platform game, one or two players can either act as a team, or independently as they battle against a variety of hostile turtles, crabs, flies and snowmen in this timeless arcade conversion! Sounds weird, but it's incredibly good fun - especially in two-player mode.
OVERALL 83%

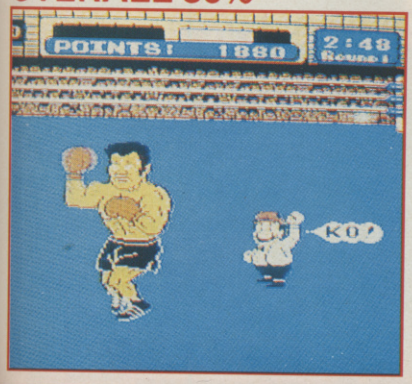


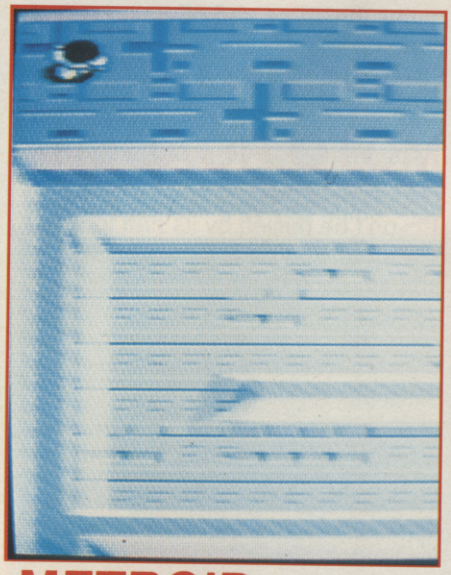
MARIO BROS
VCS
Just as much fun as the Nintendo version, but with obvious graphical restrictions. Still, who needs a smart-looking screen when the gameplay's as much fun as this.
OVERALL 82%

MARIO BROS
7800
Slightly more colourful than the Nintendo version, and the gameplay's even better! If you've got a 7800, this one's a vital addition to your software collection.
OVERALL 85%

MAZE HUNTER 3D
SEGA
Don your 3D glasses and have a crack at this interesting and original maze game. The 3D effect is pretty good (once you get used to it), and the game is addictive enough to keep you playing for quite a few sessions. Maze Hunter isn't the best 3D game around, but it's by no means a bad buy.
OVERALL 78%

MEGAMANIA
VCS
This simple, but addictive shoot 'em up pits your spaceship against such strange things as hostile irons, dangerous dice and bad bow ties! The action is slick and fast, and the timeless nature of the gameplay means it's one that you can go back to time and time again.
OVERALL 80%



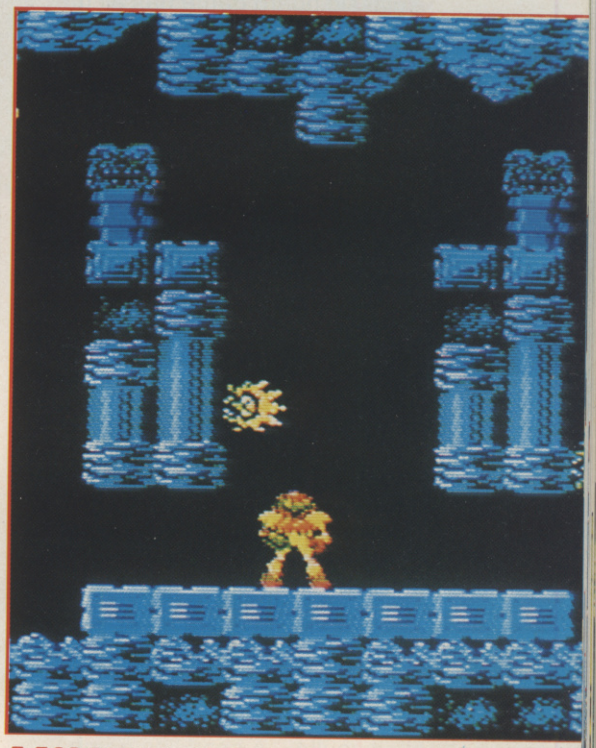


METROID
NINTENDO
Another one of those famous platform arcade adventures has you attempting to reach the heart of an alien planet to blow up their nerve centre. On the way there are plenty of add-ons to pick up and some wicked puzzles to solve. It's a tough game, so the password system comes in very handy. Try it out if you're an avid arcade adventurer.
OVERALL 80%

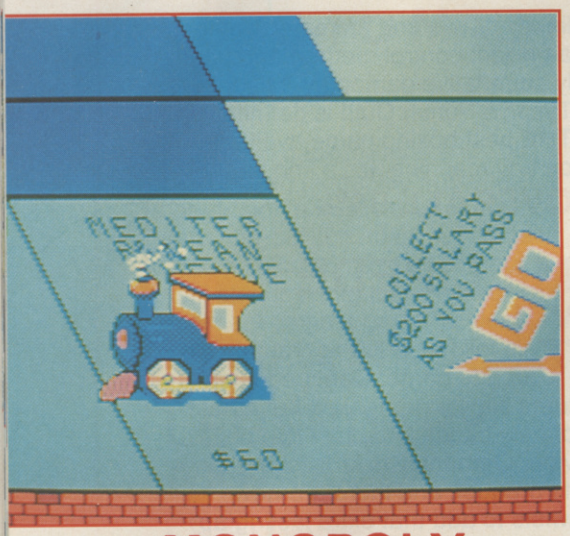
MIDNIGHT MAGIC
VCS
Decent computer pinball games are few and far between - but this is one of them. The graphics, like the sound, is basic, but realistic ball movement coupled with great gameplay makes this a must for pinball fans.
OVERALL 81%

MIKE TYSON'S PUNCH-OUT!!
NINTENDO
Nintendo's own version of the great boxing arcade game, Punch Out!! features ten wild and whacky pugilists, including big Mike himself. Each has his own strategy, and some certainly take a lot of beating! Featuring big, brilliantly drawn and animated sprites, a brilliant control method and utterly superlative gameplay, Mike Tyson's Punch Out!! is definitely THE best boxing game available on any machine. It's a knockout!!
OVERALL 94%

MILLIPEDE
VCS
This follow-up to the crumbly old arcade game, Centipede, features similar gameplay, but a host of new baddies to blast into oblivion. Gameplay is far slicker than its prequel, and there are new twists to add that extra lasting appeal. Recommended to shoot 'em up fans who like their action fast and furious.
OVERALL 76%



MINER 2049'er
COLECO
If you like traditional platform games, this is one of the best available on the Coleco. Guide Bounty Bob around the screen and colour in all the platforms - but watch out for those ugly irradiated mutants! Later levels feature slides and transporter beams, and you really have to plan your strategies.
OVERALL 82%



MONOPOLY
SEGA
Sega's computer version of the classic board game has all the feature of the original, and boasts some colourful graphics, but unfortunately the execution is a little on the slow side. Unless you're bonkers on Monopoly and can't find a partner to play with, you'd be better off buying the real thing - it's far cheaper. And playing with human opponents is always a load more fun.

OVERALL 69%

MONTEZUMA'S REVENGE
COLECO
Enter the deadly mines of doom and search for lost gold in this addictive and entertaining platform game. Find keys to unlock doors, and pick up weapons to allow you to defeat the horrible cave dwellers, and you never know - you might discover the massive gold-filled vaults... A sparkling game.

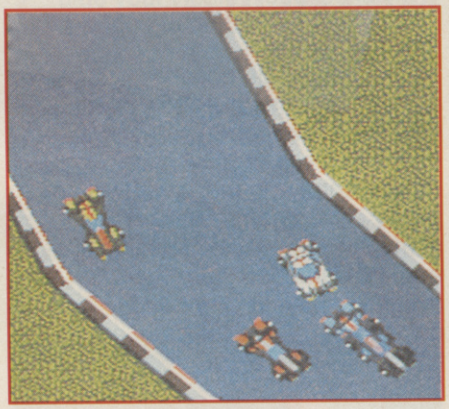
OVERALL 87%

MOON PATROL
VCS
Travel across the horizontally scrolling moonscape in your two-way firing buggy, blasting at alien invaders and jumping over hazards. The game gives a lot of initial fun, but apart from getting harder and harder, the gameplay remains the same and offers no surprises.

OVERALL 63%

MOTO ROADER
PC ENGINE
Don't be misled by its naff looks, Moto Roader is a competitive and amusing multi-player racing game which comes into its own if more than one player is racing. If you're successful you can buy extra bits for your car - and a completely souped-up racer is amazingly swift. The music's great too (type MUSIC in on the name entry screen to go into music test mode - JR).

OVERALL 85%



MOUNTAIN KING
COLECO
Enter the hall of the Mountain King and loot his precious jewels - but watch his evil henchmen don't get you. And take extra care to avoid the giant spider who guards the priceless gems right in the bowels of his castle. The music is great, but the gameplay is only mildly addictive.

OVERALL 64%

MR DO
VCS
Mr Do is a cute clown on a mission to collect loads of cherries from an underground cavern. Horrible monsters track his every move, but fortunately he can dig through the dirt to escape them, and is also armed with a power ball with which he can kill the baddies! Combining colourful graphics with addictive gameplay, Mr Do is a pleasant game which should appeal to maze game fans. OVERALL = OVERALL 77%

MR DO
COLECO
Far better graphics than the VCS version, and it has more screens. The action is fast and furious and keeps you hooked. Recommended.

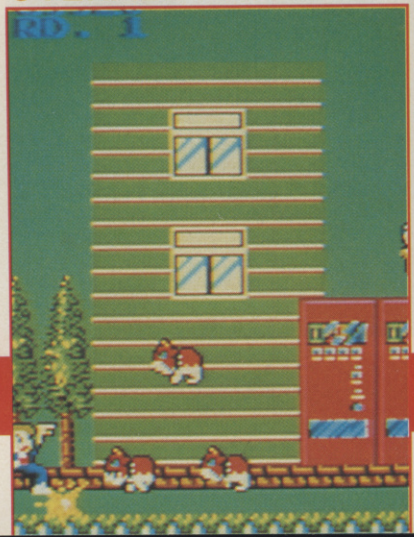
OVERALL 81%

MS PACMAN
7800
Fast version of the classic dot-gobbling maze game, PacMan, with extra mazes. It's much tougher than the original game, and the new twists in the gameplay add to the lasting appeal slightly, but it still gets a bit tedious.

OVERALL 62%

MY HERO
SEGA
Very strange graphics give this kung-fu game a crazy look, but it's pretty good fun as you punch and kick your way through an army of baddies on the way to rescue your girlfriend. Good fun if you're into this sort of thing.

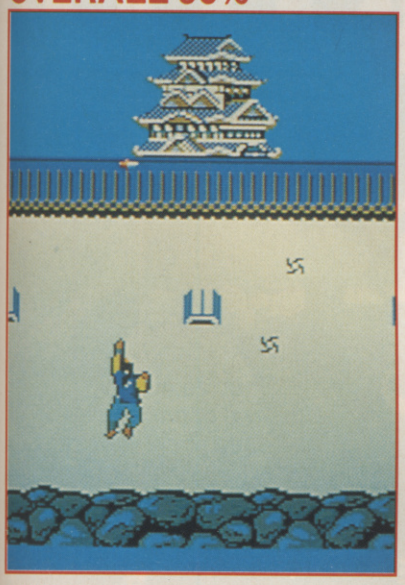
OVERALL 74%



NAXAT OPEN
PC ENGINE

This is the best golf game on the Engine, and features a treacherous course which includes such delights as a hole on a tiny island in the middle of a lake, and a giant canyon! The gameplay is superb, and gives armchair golfers loads of scope to improve their par.

OVERALL 90%



NINJA, THE
SEGA

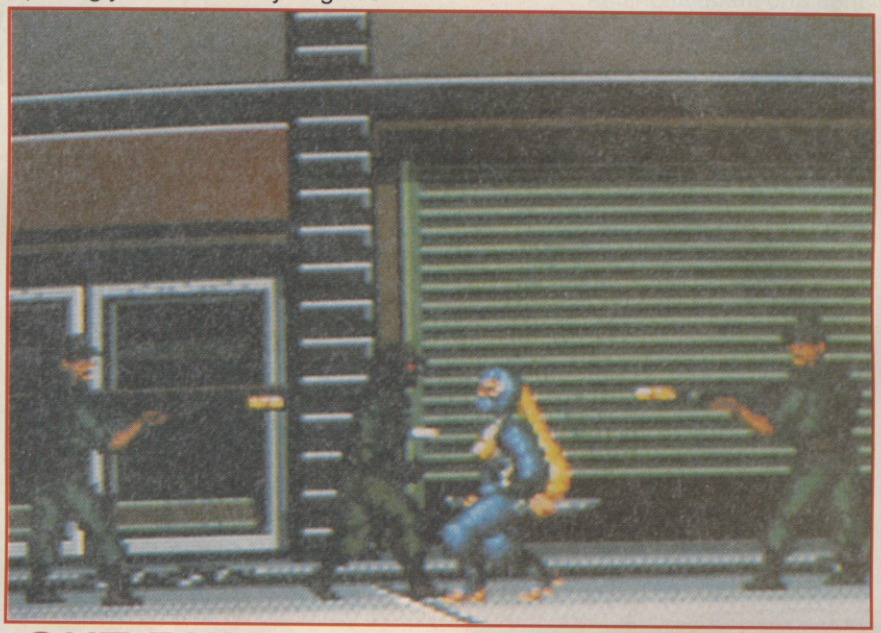
Bung shurikens at baddies as you infiltrate a heavily-defended fortress. The action alternates between horizontally and diagonally scrolling screens, and is pretty addictive, with a wide variety of enemy to fight. Try it out if you like Ninja games.

OVERALL 78%

NINJA WARRIORS
PC ENGINE

Originally a three-screen arcade game, this conversion is surprisingly addictive as you guide your robot Ninja along a horizontally scrolling landscape fighting an army of enemy soldiers. The action is very intense, and good fighting skills are required to survive. Recommended to beat 'em up fans.

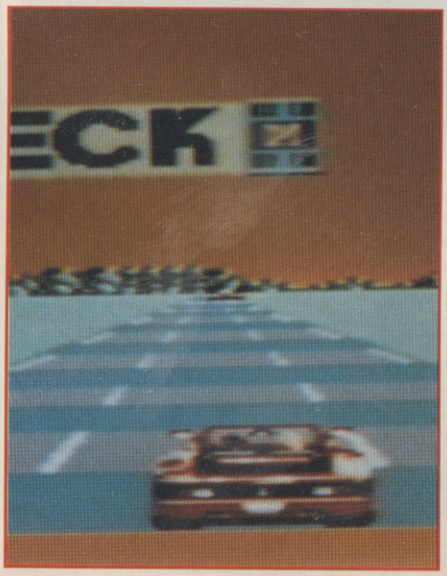
OVERALL 80%

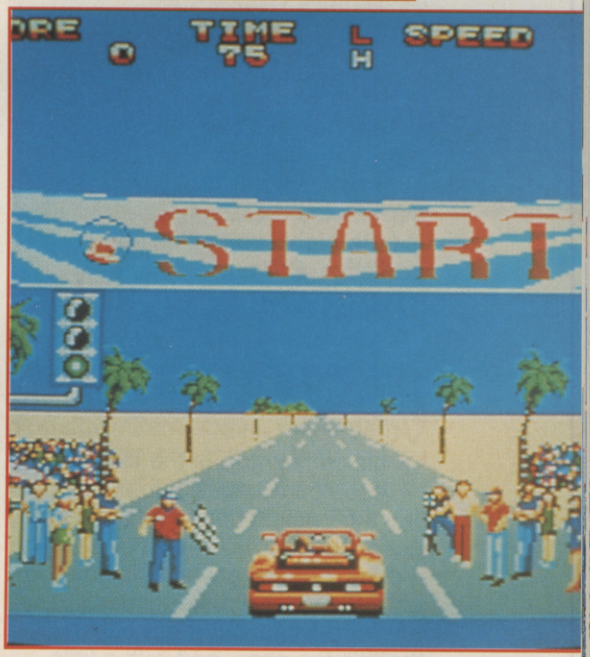


OUT RUN
SEGA

This conversion of the classic Sega driving game has all the features of the coin-op. The 3D update isn't particularly realistic, but the graphics are colourful, the sound is faithful to the arcade machine and the action is fast enough to please racing game fans.

OVERALL 80%





OUT RUN 3D
SEGA

Looks and plays very similarly to the non-3D version, but has the added bonus of effective real 3D. If you've got a pair of 3D glasses, this is a game you should get.

OVERALL 81%

BOUGHT THEIR GAMES ON THE GREY IMPORT MARKET.

P-47
PC ENGINE
Fly your World War II fighter plane across horizontally scrolling German territory and shoot and bomb as many enemy tanks, planes and installations as possible. The gameplay is slick and challenging, with plenty of power-ups to collect. The neat graphics are the icing on the cake - if you're a shoot 'em up fan, check this out.

OVERALL 80%

PACLAND
PC ENGINE
Guide cute PacMan along eight cartoon-style horizontally scrolling landscapes and return a friendly fairy to fairyland. Unbelievably cute and almost pixel-for-pixel copy of the arcade machine which is both highly enjoyable and very addictive. Brilliant!

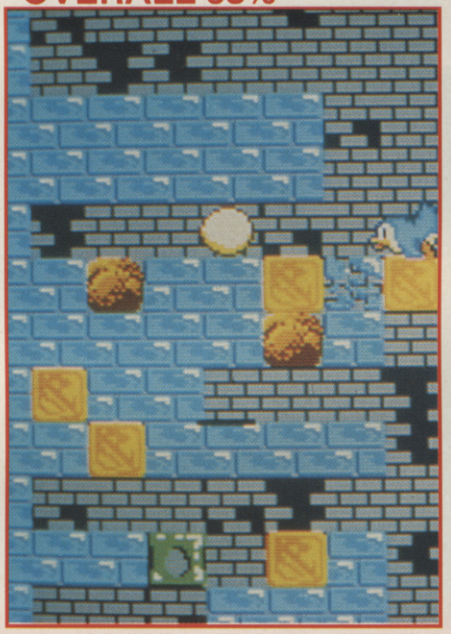
OVERALL 92%

PACMAN
VCS
This conversion of the classic arcade game doesn't look much like the original machine, but it's got all the features - ie a load of mazes, ghosts, power pills and the old yellow dot-gobbler himself. It's fun for a while, but the problem is that it's too easy, and with a little practice you can go on for hours.

OVERALL 57%

PENGUIN LAND
SEGA
Here's a strange game. Starting from the top of the screen, you've got to guide an egg all the way to the bottom by breaking holes in the ice and pushing it down. Make sure your egg doesn't fall too far, or your penguin isn't knobbled by the baddies or you'll lose a life. Penguin Land is an original puzzle game and sports some nice graphics, but the gameplay is a bit bland.

OVERALL 68%



PEPPER II
COLECO
Zip around the screen filling in squares and avoiding the baddies in this Amidar clone. The action is frenetic, and although there's little difference from screen to screen, the action is strangely compelling, and keeps you coming back for more.

OVERALL 80%

PHANTASY STAR
SEGA
Sprawling arcade adventure with RPG overtones in which you have to avenge your brother's death. Visually and aurally very impressive, Phantasy Star is a massive game - fortunately it has a battery-backed RAM so you can save your position. Those who haven't played this type of game before might find the going tough, but to experienced adventurers, this one's a must.

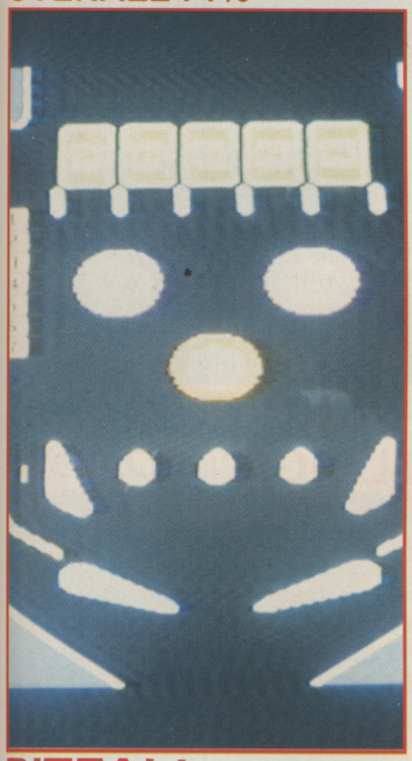
OVERALL 89%

PHOENIX
VCS
Horrible bird-like aliens are invading, and you've got to blast through them all and destroy their giant flagship with your mega-spaceship. Phoenix is basically a twist on the Galaxians theme, but it's quite nicely done, and has a certain mindless appeal.

OVERALL 74%

PINBALL
NINTENDO
Sproing! Spang! Whizz! This plays a pretty neat game of pinball, and has the addition of a bonus screen if you manage to complete a difficult series of trick shots. It's fun, but it's a shame there isn't a little more to it, as its appeal dies after a couple of hours of play.

OVERALL 71%



PITFALL
VCS
Classic action as Jungle Jim runs, jumps and swings his way through a long series of hazard-packed screens - you can even take short cuts if you know the best routes! Pitfall is a bright and cheery game, and offers plenty of long-term play.

OVERALL 78%

PITFALL
COLECO
More attractive to look at than the VCS version and equally as playable. The game style might look a bit crumbly, but the action is a heap of fun.

OVERALL 79%

PITFALL II
COLECO
Explore a vast underground map and find the hidden treasures in this follow-up to the classic Pitfall. The action is absorbing as you climb, run and swim around the labyrinthine subterranean maze, dodging baddies and finding short cuts. Pitfall II is simple, but it's incredibly good fun.

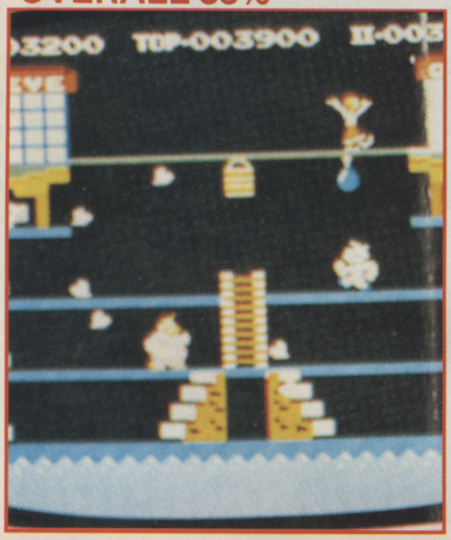
OVERALL 81%

PITSTOP
COLECO
This old Epyx title wasn't the greatest of computer racing games, and this Coleco version doesn't add anything. In fact it plays so slowly and the graphics are so wobbly it should be called Clapped-out C5 racing. If you value your sanity, steer clear of this one.

OVERALL 38%

POLE POSITION
VCS
Incorporating a 3D view from behind your car, Pole Position has you racing a variety of Grand Prixes against other top drivers. The graphics are effective, and the gameplay exciting as you burn around the course - but watch you don't crash. Pole Position is the best driving game available on the VCS, and is a must for all budding racers.

OVERALL 85%



POLE POSITION II
7800
Featuring four different courses, Pole Position II puts you behind the wheel of a turbo-charged racing car with the sole objective of burning the opposition off the road. The graphics are a bit on the chunky side, but the action is exhilarating and will keep you glued to your joystick.

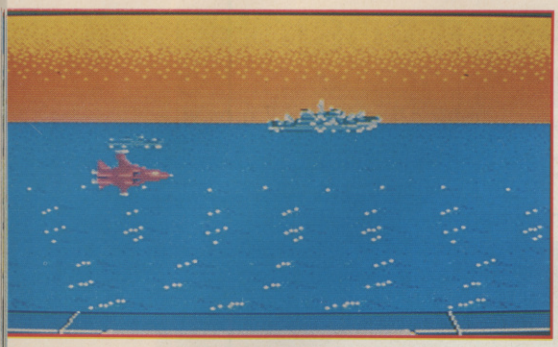
OVERALL 84%

POPEYE
NINTENDO
This spot-on conversion of the ageing Atari coin-op has you guiding Popeye around the screen catching the hearts Olive Oyl is lobbing down from above. But watch out for Bluto and the evil witch who are both out to make your life a misery. Popeye is amusing for a while, but the novelty soon wears off.

OVERALL 67%

POPEYE
COLECO
Similar gameplay to the Nintendo version, so similar criticisms apply - it's addictive for a few hours, but after that you'll want to play something else.

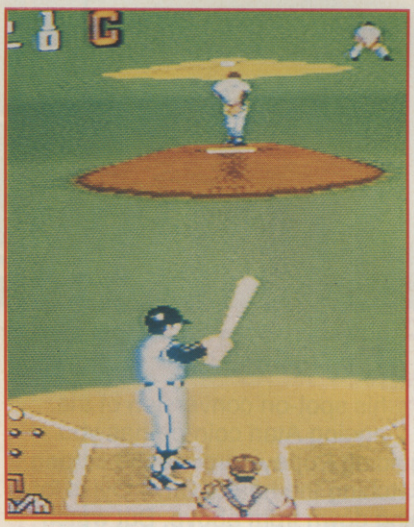
OVERALL 65%



POSEIDON WARS
SEGA

Ahoy there mateys! Sail the seven seas and engage combat with the enemy navy in this game for 3D glasses. It's fun at first, and the 3D effect isn't bad at all, but the limited nature of the gameplay means that you'll get bored long before the 3D glasses give you a headache.

OVERALL 59%



POWER LEAGUE BASEBALL
PC ENGINE

Currently the finest Baseball game available on any system, Power League has a multitude of options, and the fast action and brilliant playability result in a challenging and enjoyable game of Baseball, with an added bonus of crisp graphics and realistically animated sprites.

OVERALL 86%

POWER STRIKE
SEGA

One of the few vertically scrolling shoot 'em ups available on the Sega, Power Strike requires the player to fly through six long levels and lay waste to the multitude of alien ships and installations. Things get very frantic on later levels, but there are some impressive power-up weapons to help you along. Power Strike is a the best blaster available for the Sega, and is a vital addition to any shoot 'em up fan's game collection.

OVERALL 90%

PRO WRESTLING
NINTENDO

Enter the ring and do battle with a variety of horrible sweaty wrestlers in this chunky and only mildly playable grappling game. The graphics are gaudy, the sound effects are weak, and the action isn't half as much fun as it could be.

OVERALL 45%

PRO WRESTLING
SEGA

Although this is quite nicely presented, the awkward control method, messy graphics, poor sound and lack of addictive action makes this a game that even wrestling fans mightn't enjoy.

OVERALL 46%

PRO WRESTLING
VCS

Like the other versions, this suffers from poor playability, but has the added deficiency of really naff, blocky graphics and poopy sound. Pro Wrestling? More like Crippled Lego Men Have a Wobbly Jig!

OVERALL 39%

Q-BERT
COLECO

Boing! Bounce from square to square and change them all to the right colour to progress to the next screen. Boing! But watch out for the wily Snake and other on-

screen baddies who are all out to ruin your fun. This ageing arcade conversion is cute, colourful and noisy, and still offers plenty of fun. Boing!

OVERALL 72%

Q-BERT
VCS

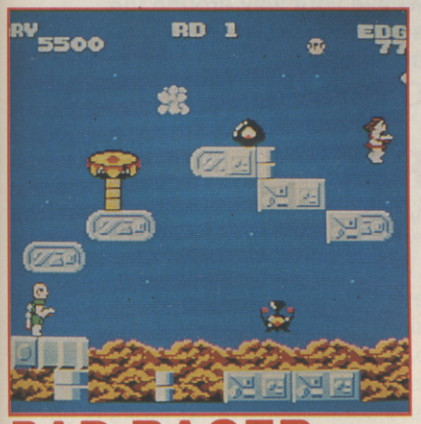
Graphically poor, but is nevertheless a fun game in which you have to leap about the screen changing squares from one colour to another.

OVERALL 70%

QUARTET
SEGA

Fairly hum-drum shoot 'em up in which you travel through various horizontally scrolling backdrops blasting any aliens you meet along the way. Sounds like the basis for a good game, but unfortunately the action is all the same, and there's little variety from level to level.

OVERALL 64%



RAD RACER
NINTENDO

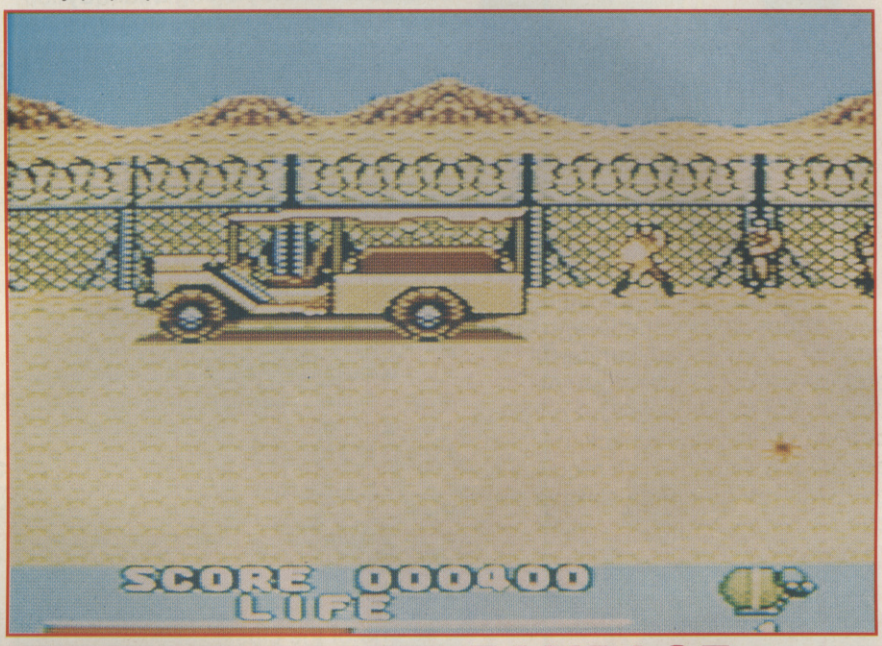
Burn off the opposition in this extremely playable racing game. There are eight courses in all, and things get very fast and competitive as you get further into the game. Recommended to Nintendo boy racers!

OVERALL 80%

RAMBO III
SEGA

This Operation Wolf clone is definitely the best Light Phaser game available on the Sega. Blast enemy soldiers and vehicles as they pop up from behind obstacles before they get a bead on you. The action is very intense, and you need a sharp eye and swift trigger finger to survive and complete your mission. If you've got a Light Phaser, Rambo III is a must.

OVERALL 89%



RAMPAGE
SEGA

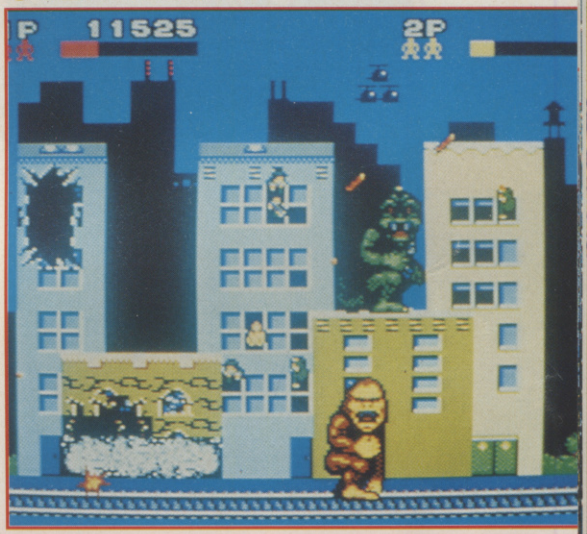
If you've ever wanted to smash down buildings, eat people and stomp on piddly little tanks - here's the opportunity you've been waiting for. You've got the choice of controlling either Godzilla, a giant Lizard or King Kong, and your sole objective is to smash and bash your way through the city causing as much havoc and damage as possible. It's even more fun if you've got a second player in on the action. Featuring brilliant graphics, Rampage is an original and highly amusing game.

OVERALL 85%

RAMPAGE
VCS

One of the newest VCS games around, this conversion has all the features of the original arcade machine. The graphics are some of the best we've seen on a VCS game, and the fun-packed and enjoyable gameplay is on a par with the excellent Sega version. Highly recommended.

OVERALL 87%



RASTAN
SEGA

Guide muscle-bound barbarian Rastan across mythological landscapes and do battle with all manner of weird and wonderful creatures from ancient lore. Although the graphics are fuzzy, Rastan is an entertaining hack 'n' slash arcade adventure which requires a good degree of arcade skills to succeed.

OVERALL 79%

RC PRO-AM
NINTENDO

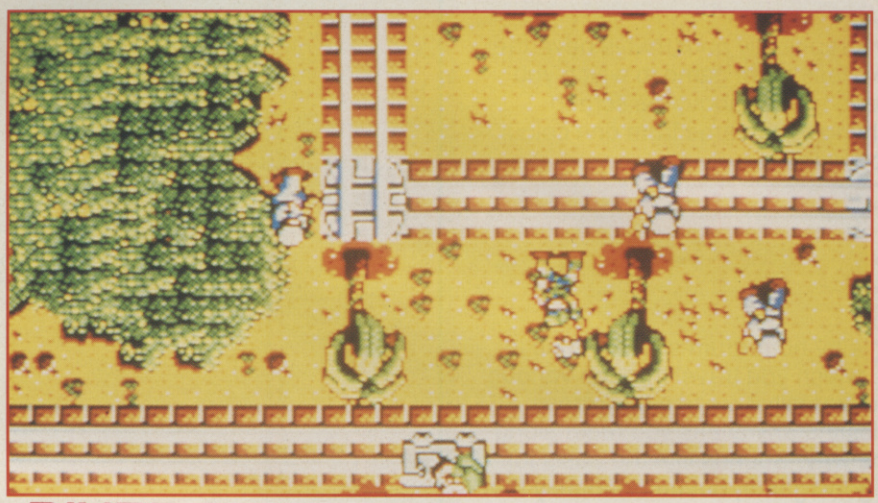
Here's an unusual racing game. Using a forced-perspective viewpoint, you can drive either a truck, jeep or fast buggy against opposing drivers over a series of twisting tracks. Outstanding gameplay, coupled with superb, crystal clear 3D graphics combine to give a thoroughly brilliant racing game which shouldn't be missed under any circumstances.

OVERALL 90%

RESCUE MISSION
SEGA

Get out your Light Phaser and prepare to defend a soldier as he travels slowly along a railway track in this graphically smart shooting game. Enemy soldiers attack from all sides, and you've got to blast them before they do damage to your character. The action is very busy, with hordes of baddies to blast, and it all gets infuriatingly addictive. Check it out.

OVERALL 82%



RIVER RAID
VCS

One of the classic shoot 'em ups on the VCS, this has you flying a fighter up a vertically scrolling river on a mission to destroy as many bridges and any enemy craft as possible. With a fuel gauge constantly ticking down, and plenty of enemy craft to worry about, River Raid is packed with action, excitement and addiction

OVERALL 92%

RIVER RAID
COLECO

Smoother and better looking than the VCS version, the Coleco version is a shoot 'em up which tests your reflexes and manual dexterity to their limits. A simple, but amazingly addictive game which no Coleco blasting fan should be without.

OVERALL 92%

RIVER RAID II
VCS

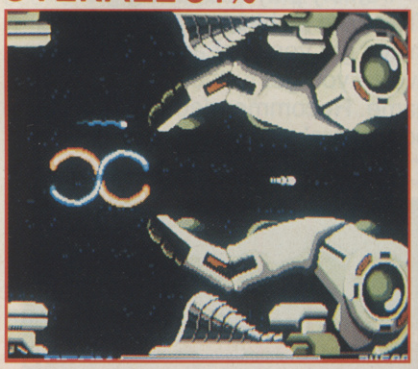
Adding some new twists to the original game, River Raid II throws down an even tougher challenge to the player. This time you can climb and descend to take out enemy targets... and later levels require intense concentration as you weave your way around the screen. If you like River Raid, you'll adore this.

OVERALL 91%

ROBOT TANK
VCS

This unofficial version of the old arcade game Battlezone is even better than Atari's official version. Drive your super tank into the battlefield and take on tough enemy tanks. Out-manoeuvring and outshooting other tanks is engrossing and addictive, and budding tank commanders will find this a very satisfying experience.

OVERALL 84%



ROCK 'N' BOLT
COLECO

Bop your way across a construction site and bolt the sliding girders together correctly to go onto the next level. Combining eye-catching graphics and some great soundtracks, Rock 'n' Bolt is an absorbing and rewarding puzzle game which grabs your attention and keeps you rivetted to your joystick.

OVERALL 86%

ROCKY
SEGA

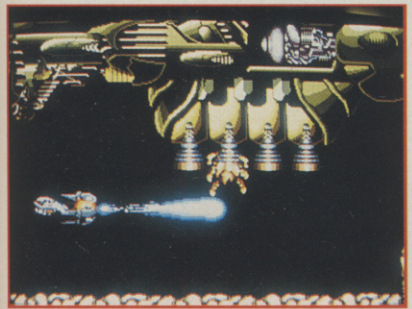
Take the role of Sylvester Stallone's famous mumbly boxer and fight three tough characters in this graphically impressive game. The game is simple to operate, and even though there are three training screens, it doesn't take long to beat all the boxers. There just isn't enough game for your money.

OVERALL 62%

R-TYPE
PC ENGINE

Utterly superb conversion of the classic horizontally scrolling shoot 'em up in which you take on the mighty Bydo Empire in your technically advanced R-9 fighter. R-Type features the first four levels of the coin-op, each replicated perfectly in this Engine conversion - there is literally no difference between this and the coin-op. The action is heart-stopping with amazing aliens to blast and whopping power-ups to collect; and when combined with the incredible graphics and sound, you've got an unmissable title.

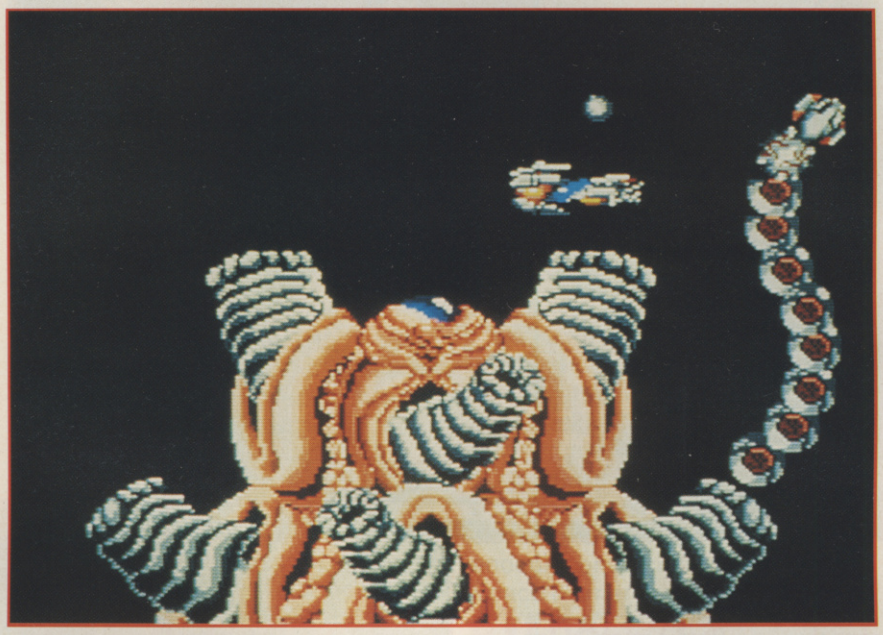
OVERALL 92%



R-TYPE
SEGA

This remarkable conversion features all eight levels (and a hidden one - check out the tips section) and all the features of the coin-op, but the game plays a little on the slow side and flickers a lot when things get busy. Still, it's very playable (and that's the most important thing) and provides a tough challenge for those willing to persevere. Shoot 'em up fans should definitely try this one out.

OVERALL 84%



R-TYPE II
PC ENGINE

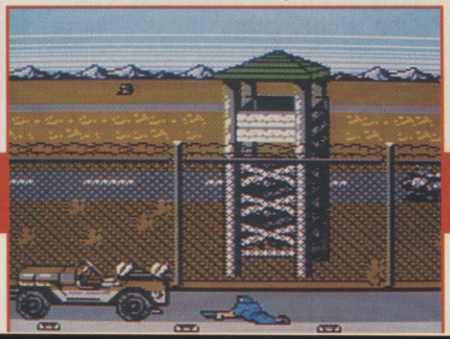
This sequel to R-Type features the last four levels of the coin-op, again converted with incredible precision. It's amazingly tough, but coupled with R-Type I (which, if you finish it, gives you a pass code so you can continue on this with your extra weapons and score like you would in the arcades) it's another essential purchase.

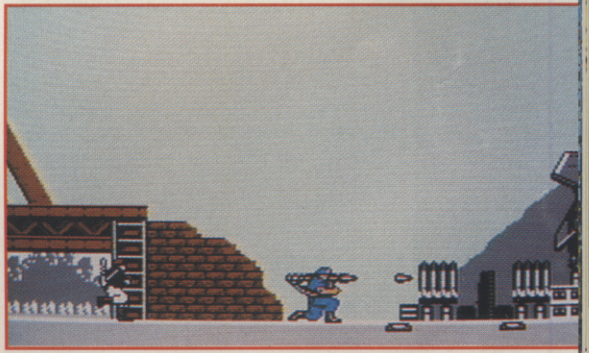
OVERALL 92%

RUSH 'N' ATTACK
NINTENDO

Classic ultraviolence in the form of this great conversion of the Green Beret arcade machine. Battle your way through hordes of enemy soldiers and rescue your chums who are held captive on the last screen. The action is intense, and the challenging action keeps you coming back for more.

OVERALL 83%



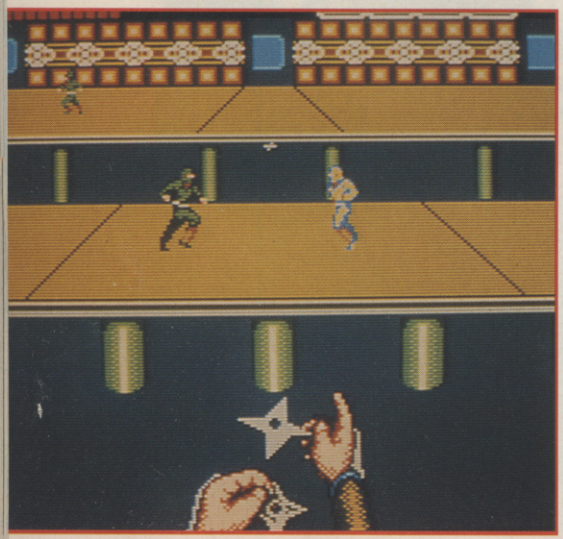


SHANGHAI
SEGA
Nothing much to look at, but this Chinese puzzle game is amazingly playable, and hours fly by as you attempt to remove pairs of tiles from a pile and completely clear the deck. Shanghai wasn't very well received when it was first released, but it is surprisingly addictive and well worth buying.

OVERALL 81%

SHINOBI
SEGA
Take control of super Ninja Shinobi and punch and kick your way through the bad side of town and rescue all the kidnapped kiddies. As well as regular henchmen, you've also got to battle six arch-villains who all have their own special powers. Featuring superb graphics and gameplay, Shinobi is a game that no combat game fan should be missing from his collection.

OVERALL 87%



SIDE ARMS
PC ENGINE
This graphically outstanding conversion of the multi-directionally scrolling shoot 'em up arcade game pits your armour-clad mega-robot against the hordes of a technically advanced alien race. The action is very tough, but is so slick and addictive you just keep coming back for more...

OVERALL 90%

SKATE BOARDIN'
VCS
Ultra-dull skateboarding game has you whizzing around what looks like Lego Town car park, picking up objects. The gameplay is tedious beyond belief, and the laughably ghastly "soundtrack" is the last straw that breaks this game's back. Avoid at all costs.

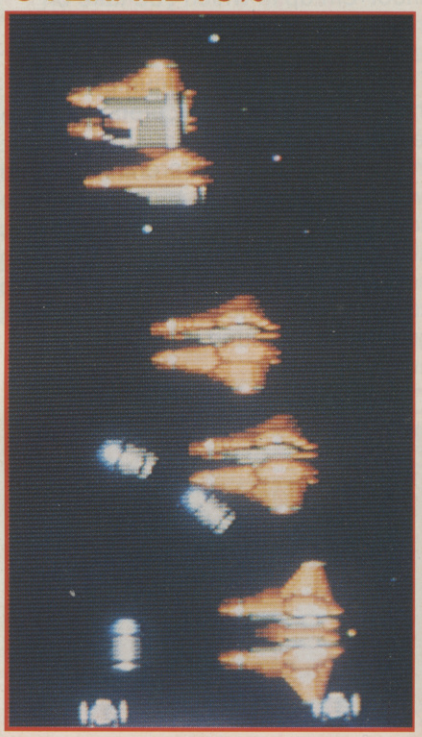
OVERALL 29%

SMURF
COLECO
Take control of cute Smurf and guide him across a flick-screen landscape and rescue Smurfette, who's been captured. Smurf is a very simple game which will appeal to younger gamesters, but the older and more experienced player will find it far too easy to complete.

OVERALL 76%

SMURF
VCS
Not as attractive to look at as the Coleco version, but the same criticisms apply - buy it for your younger brother or sister.

OVERALL 75%



SOCCER
VCS
Very basic soccer game which plays reasonably well, but is let down badly by its graphics. If you're a football fan you might find the action enjoyable, but it won't take long before you want to play something better.

OVERALL 56%

SOCCER
NINTENDO
It's a bit slow and the graphics are only average, but Nintendo Soccer plays a mean game of football. There are a variety of teams and five skill levels, so you shouldn't get bored easily. And if you do, there's always the two-player option to let you challenge a friend! Recommended.

OVERALL 83%

SPACE FURY
COLECO
This rather dated Asteroids clone gives you the chance to fly four types of ship against an aggressive alien horde. Starting out mildly addictive, it doesn't take long for the action to get tedious.

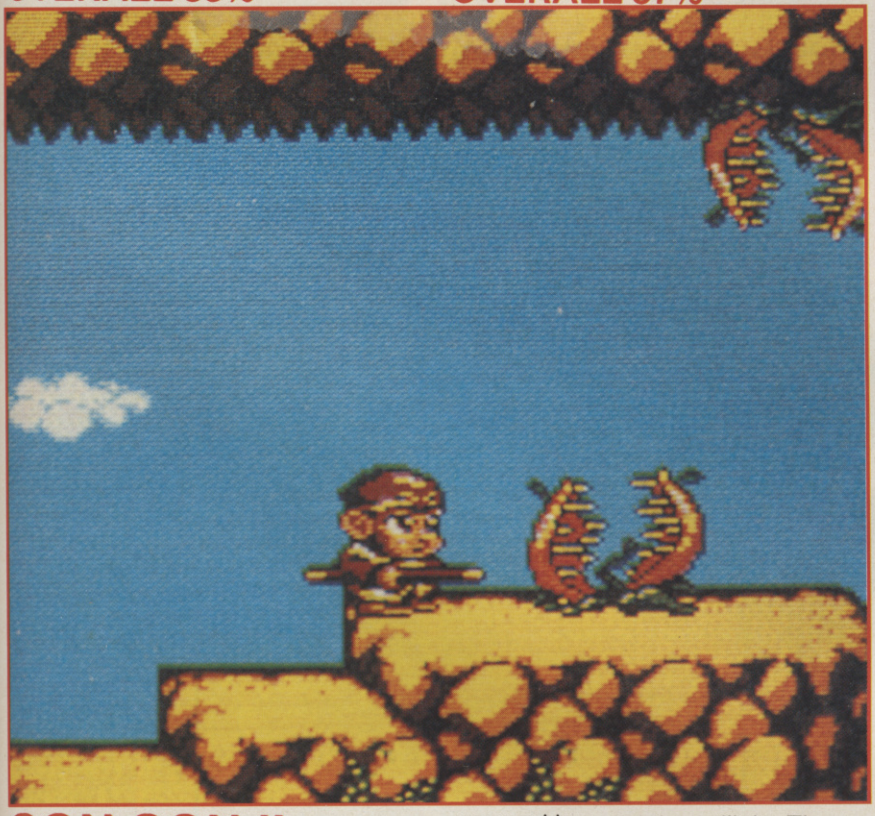
OVERALL 57%

SPACE HARRIER
SEGA
Decent version of the smash hit 3D arcade game in which you, a jet-packed flyboy battles a variety of weird and wonderful aliens. The 3D is effective, but it's a bit slow and the sprites are very blocky close up. Still, it's an accurate enough conversion to please Space Harrier freaks.

OVERALL 78%

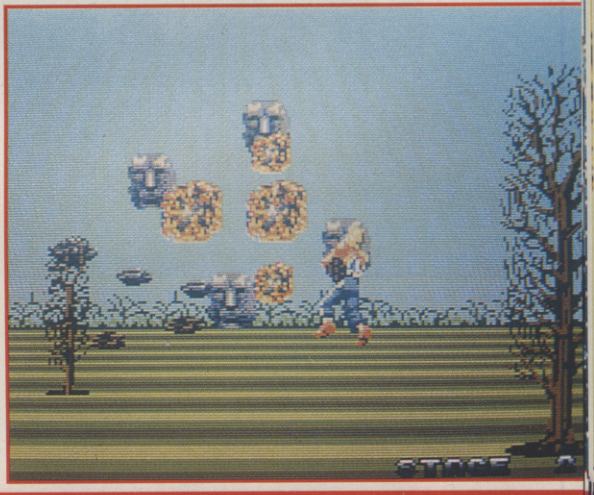
SPACE HARRIER
PC ENGINE
Fast and colourful version of the Sega coin-op, and it's very playable to boot. The graphics are nicely drawn, and the 3D update is smooth. If you're a Space Harrier fan and haven't got this in your collection, you're bonkers!

OVERALL 88%

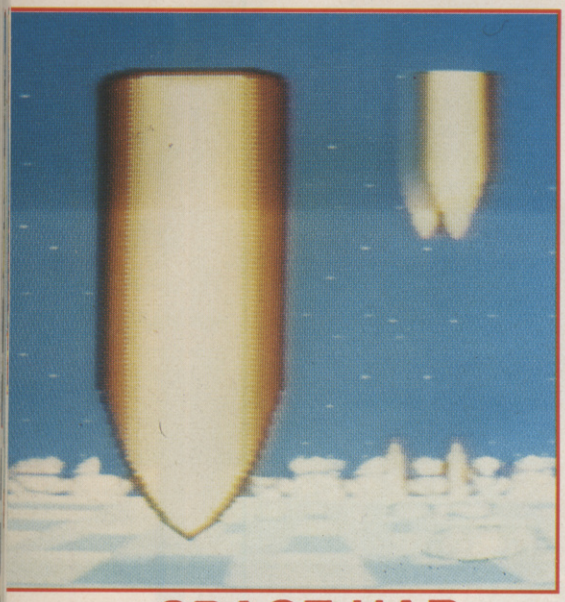


SON SON II
PC ENGINE
Based on the old TV programme Monkey, you must guide the hero around a multidirectionally scrolling landscape and rescue your three friends who've been kidnapped by a mystery villain. The graphics are unbelievably cute, and the gameplay is compelling enough to keep you glued to your Engine for some considerable period of time. Go for it!

OVERALL 83%



BOUGHT THEIR GAMES ON THE GREY IMPORT MARKET.



SPACE HARRIER 3D

SEGA

Similar criticisms to the normal version, but with the added bonus of 3D which actually works. Space Harrier 3D features new baddies to blast, but is too close to the original for comfort. If you haven't got a copy of Space Harrier and have a pair of 3D glasses, try this out.

OVERALL 79%

SPACE INVADERS

VCS

The old Granddaddy of video games looks a bit ropey by today's standards. Shooting down the ever-advancing invasion fleet is an enjoyable diversion for a while, but there are loads of games out there which offer more in the way of excitement and variety.

OVERALL 46%

SPACE HARRIER II

SEGA MEGADRIVE

Featuring thumping good soundtracks and ultra-smooth, beautifully-drawn 3D graphics, this is the best version of Space Harrier available. There's a whole host of new baddies to battle with, and some of the later levels get very fast indeed.

OVERALL 89%

SPACE PANIC

COLECO

Wander around the single platform screen, dig holes so the dimwit baddies drop in, then bash 'em with your spade before they clamber out and get all angry and come after you. Bo-ring!! There's nothing here that won't stop you getting bored within an hour.

OVERALL 31%

SPACE SHUTTLE

VCS

Ever wanted to go into space? Then why not try out this Space Shuttle simulation, which gives you the chance to launch one of NASA's re-entry vehicles into space and fix a malfunctioning satellite. Will you make it to Earth safely? That's up to you. Although the game isn't the most exciting in the world, it's thoughtful and absorbing and should appeal to any aspiring astronaut.

OVERALL 77%

SPY HUNTER

COLECO

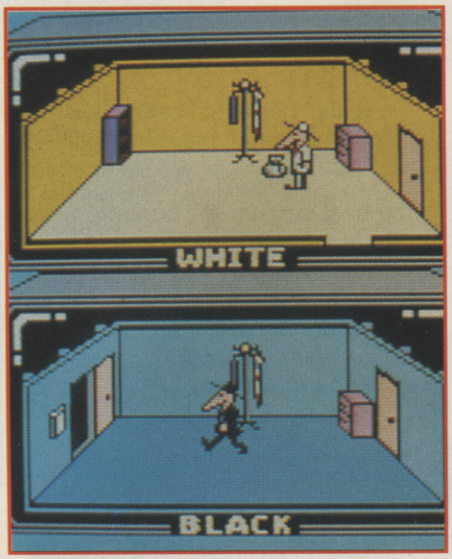
Classic vertically scrolling bash 'em, trash 'em, blast 'em game in which you drive a car equipped with a machine gun with the sole objective of destroying all other road hogs. A friendly truck appears regularly, which you can drive into (at high speed!) and stock up with a special weapon. Thrilling stuff!

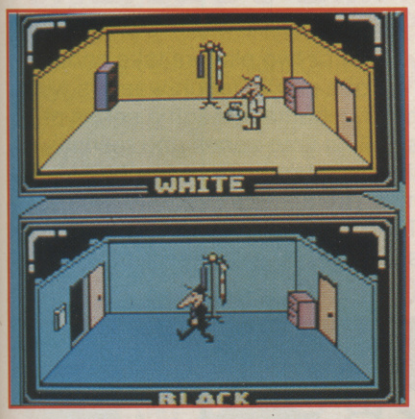
OVERALL 80%

SPY Vs SPY
SEGA

Fine rendition of the MAD cartoon series which incorporates split screen action as either one or two spies attempt to find all the parts of a secret document and escape. You can set traps for your opponent - and then laugh at the he's frazzled, blown up, spanged or shot in a hilarious and brilliantly animated sequence. Featuring a multitude of game options, Spy Vs Spy is great fun on your own, but really comes into its own if you're playing with a friend.

OVERALL 90%





STARGATE
VCS

A great follow-up to Defender which improves on the gameplay and adds some even nastier characters to an already packed roster of horrid aliens. The gameplay's similar to the original Defender, but it's faster, noisier and more colourful - exactly what makes a great shoot 'em up.

OVERALL 89%

STAR TREK
COLECO

Based on the ageing Sega coin-op, you get the chance to take control of the Starship Enterprise, seek out strange new worlds and civilizations, boldly go where no man has gone before - and blast the hell out of anything you meet! The graphics and sound are a bit dodgy, but the action is solid enough to keep you blasting merrily away.

OVERALL 76%

STREET FIGHTER
PC ENGINE

It's not often that you can say that a conversion is better than the arcade game - but here's such a case. This CD-ROM game features brilliant graphics and incredible soundtracks as you travel the world and engage in one-on-one combat with a variety of characters. It's a hard game, but is immensely addictive.

OVERALL 89%

STACK-UP
NINTENDO

If your good ol' pal ROB the Robot is getting lonely, perhaps this game might cheer him up. Then again it might not. While the simplistic action is good fun for a while, it's very limited and you even ROB himself might get bored after a couple of hours.

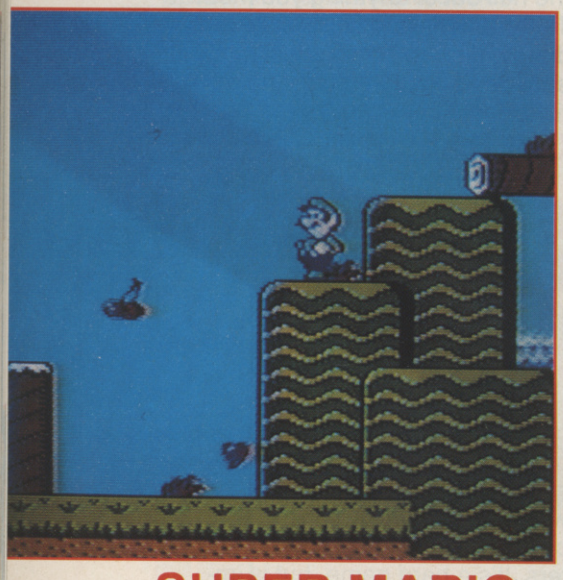
OVERALL 56%

SUPER BREAKOUT
VCS
Spang your ball around the screen and try not to fall asleep in this tedious and unexciting Breakout game. There are a variety of game styles, but all are yawnsome beyond belief.

OVERALL 32%

SUPER MARIO BROS
NINTENDO
One of the all-time classic video games, this platform/arcade adventure features superlative gameplay and a multitude of hidden bonuses, secret warps and mystery screens. The graphics and sound are good, but not outstanding, but it's the utterly addictive gameplay which makes this one of the best games money can buy.

OVERALL 95%

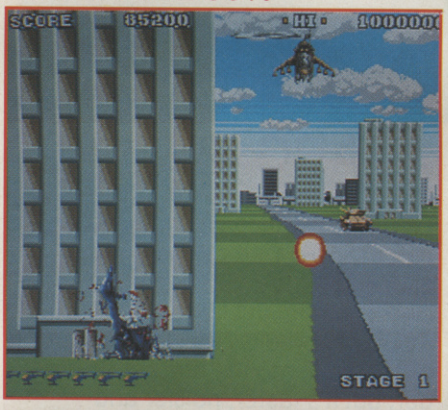


SUPER MARIO BROS II
NINTENDO
Follow-up to the classic game features better graphics, more hidden bonuses and even better gameplay! Super Mario Bros II is a truly incredible program, and is one of the most addictive computer games ever! Don't miss it!!

OVERALL 97%

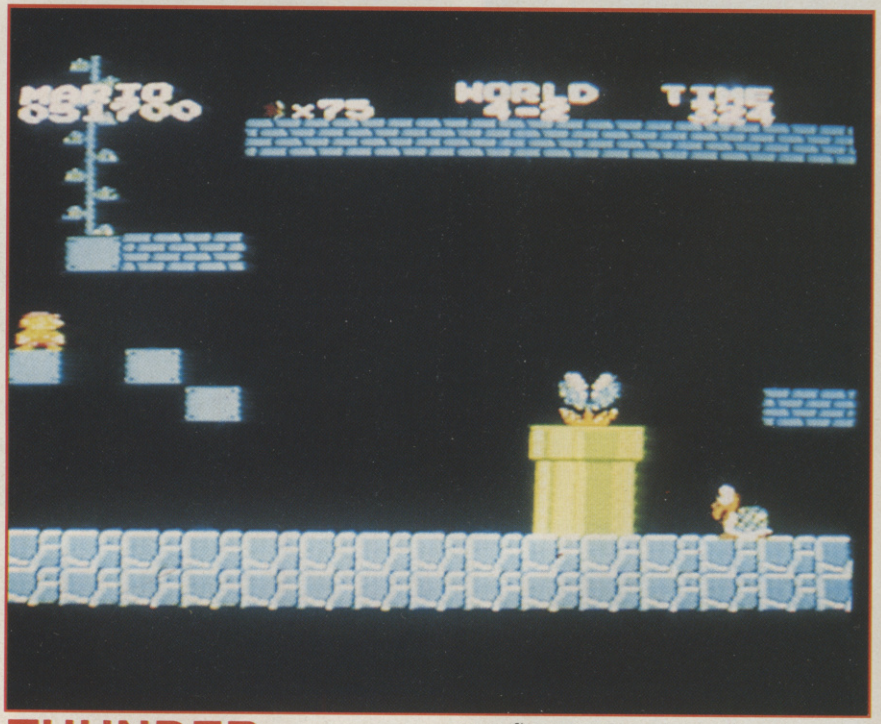
SUPER THUNDER-BLADE
SEGA MEGADRIVE
The best version of Thunderblade on any system, and features colourful and effective 3D graphics and decent gameplay as you fly your helicopter against a heavily-armed enemy force. If you like the coin-op, this is a must.

OVERALL 80%



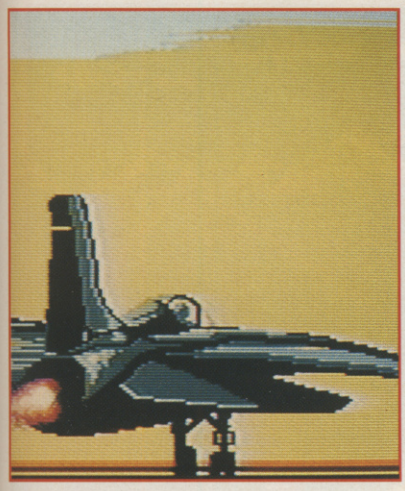
TIME SOLDIERS
SEGA
One or two players take control of a pair of tough warriors who have to battle through a series of scrolling time zones and rescue their captured comrades. Very much in the Ikari Warriors mould, Time Soldiers is an enjoyable shoot 'em up with plenty of action.

OVERALL 79%



THUNDER-BLADE
SEGA
Surprisingly good version of the big Sega coin-op features horizontally scrolling and 3D levels as you fly your Apache helicopter into the heat of a battle. The enemy are numerous, and the game gets really tough as you run the gauntlet of heavy enemy fire.

OVERALL 79%

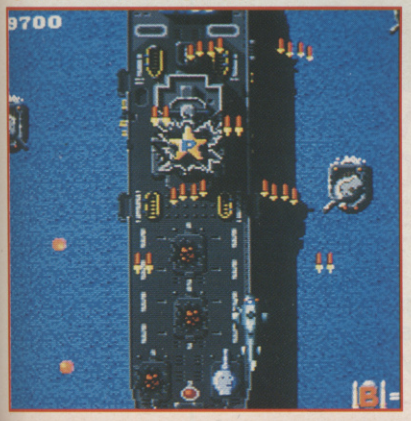


TOP GUN
NINTENDO
Become a veritable Tom Cruise as you take to the skies in a swift 'n' nifty jet fighter. Fight the enemy in air-to-air combat and then land safely on an aircraft carrier... if you can. Top Gun is an enjoyable game, and should appeal to those who'd rather be flying!

OVERALL 79%

TWIN HELI
PC ENGINE
A brilliant vertically scrolling shoot 'em up in which you fly a battle 'copter against a massive enemy force. There are loads of thing to blow up, including tanks, super tanks, helicopters, gun emplacements, warships and end-of-level mega-machines! There are also loads of pick ups to help you decimate the enemy. Featuring addictive gameplay and great graphics, Twin Heli is a sure-fire winner.

OVERALL 91%

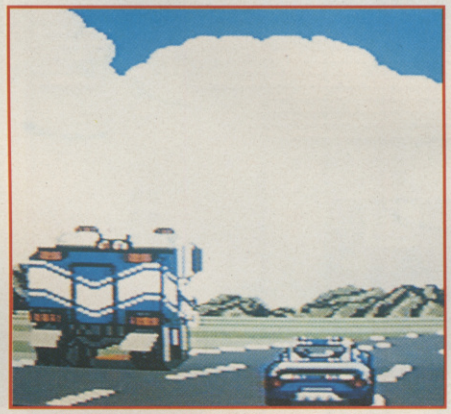


VENTURE
VCS
Guide cute little Winky (what a flippin' stupid name) around a maze of rooms, shooting lego-like baddies and picking up treasure. It's fun at first, but soon gets dull, as the action is very samey.

OVERALL 56%

VENTURE
COLECO
Just as blocky as the VCS version, and not much more in the way of variety. The baddies are all as thick as shinola, and it takes very little practice before you can go all the way through the game.

OVERALL 57%



VICTORY RUN
PC ENGINE
A rare beast on the Engine - a racing game! This is pretty good, combining slick and effective 3D graphics and fast and challenging gameplay. If you're a racing fan, this is a must for your collection.

OVERALL 80%

VIGILANTE
SEGA
Disappointing translation of the arcade beat 'em up suffers from indistinct graphics, poor sound and average playability. There are many better games of this type available on the Sega - try Black Belt, for example.

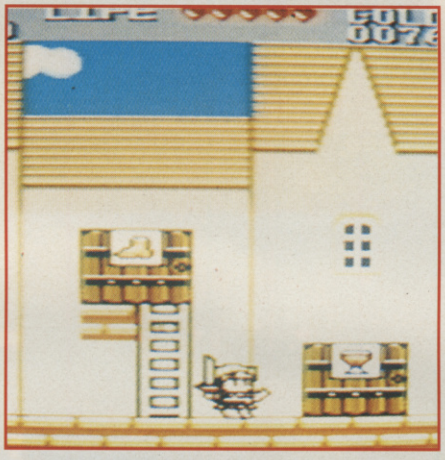
OVERALL 55%

VIGILANTE
PC ENGINE
Superb graphics gives this an arcade perfect look. It also plays extremely well, but has the stupid addition of a continue option which lets you go all the way through the game with ease. If you can resist the temptation of the continue option, this is a very worthwhile game - if you can't, you'll get bored of this pretty quickly.

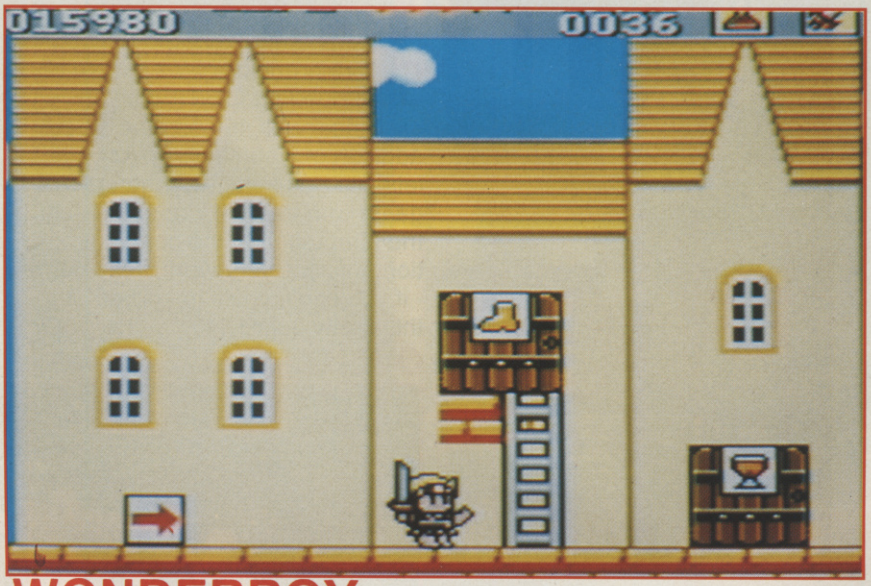
OVERALL 78%

WONDERBOY
SEGA
There aren't many games where the hero wears nappies - but this is one! Guide Wonderboy across the horizontally scrolling landscape, collecting fruits and bashing baddies. It's pretty good fun, and the cute graphics add extra appeal.
OVERALL 79%

WORLD COURT TENNIS
PC ENGINE
Up to four players can play simultaneously in this utterly incredible tennis game. The easy-to-use control method is superb, and lets you play the most realistic game of tennis you're ever likely to play on-screen. There are loads of different options, and twenty opponents of varying difficulty to challenge you, giving this huge lasting appeal. Highly recommended.
OVERALL 94%



WORLD GRAND PRIX
SEGA
This neat driving game features plenty of tracks and some great graphics as you race around a series of famous courses around the world. It's a challenging and enjoyable race game and is recommended to boy racers!
OVERALL 81%



WONDERBOY II: MONSTER LAIR
SEGA
Another Wonderboy winner has heavy arcade adventure overtones as you run and jump around the scrolling landscape to defeat an evil Dragon. Enter shops and buy extra goodies, then go and give that big baddie what for. great stuff!
OVERALL 87%

WORLD SOCCER
SEGA
This superb football game features great gameplay and graphics as you play famous teams from around the world. Highly recommended.
OVERALL 90%

YAKSA
PC ENGINE

Looks like it could be some fab new Space Harrier variant, but turns out to be an annoying 3D shoot 'em up-cum-platformer. The graphics are too jerky and the 3D is very ropey indeed resulting in very confusing gameplay.

OVERALL 55%

Y'S
SEGA

Track down the books of Y's in this vast quest game. Lovely graphics throughout, but its very involved gameplay might be a touch too daunting for the novice RPGer. Make sure you have a couple of months to spare before you start!

OVERALL 89%

ZAXXON
VCS

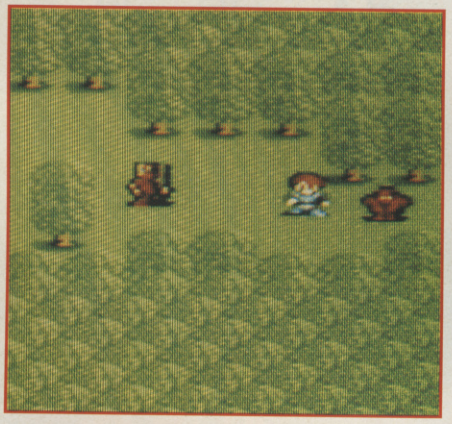
Abandons the arcade game's forced perspective screen format and takes a behind-the-ship view of the action. This factor, the blocky graphics and the fairly uninteresting gameplay will leave even the most ardent Zaxxon fan cold.

OVERALL 35%

ZAXXON
COLECO

Rather better than its VCS counterpart because it at least looks like the arcade game. Still only three levels to keep you entertained, though, and after that the game loses much of its appeal.

OVERALL 55%



ZENJI
COLECO

Turn all the tiles in the network so that they connect to a central core in this simple but very addictive, fast-action puzzle game. It gets incredibly frenetic as the timer counts down and evil sparks start bearing down on you.

OVERALL 90%

ZILLION
SEGA

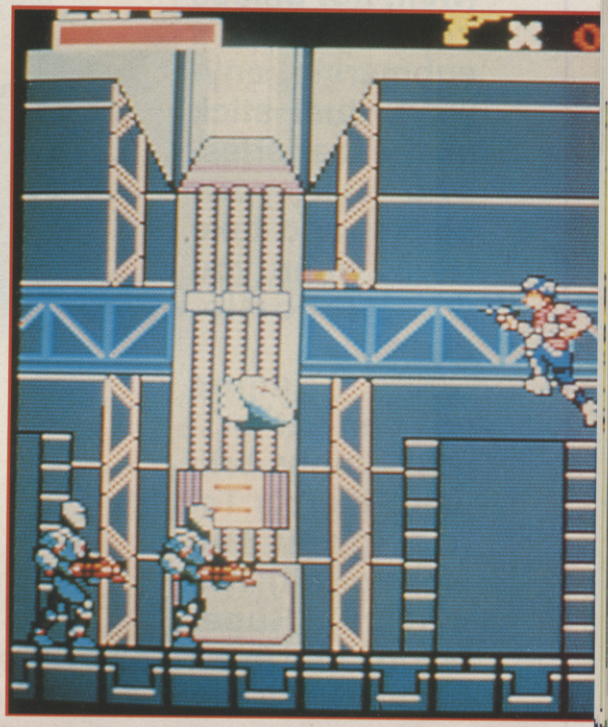
A decent sort of shoot 'em up, with little in the way of graphic or audio thrills, but the extra weapons add a modicum of extra excitement to the fast and fruity gameplay.

OVERALL 69%

ZILLION II
SEGA

Quite an absorbing arcade adventure game spiced up with some beat 'em up action. Slightly more enjoyable than the original, but still not likely to set the world on fire, even if it was soaked in paraffin.

OVERALL 73%



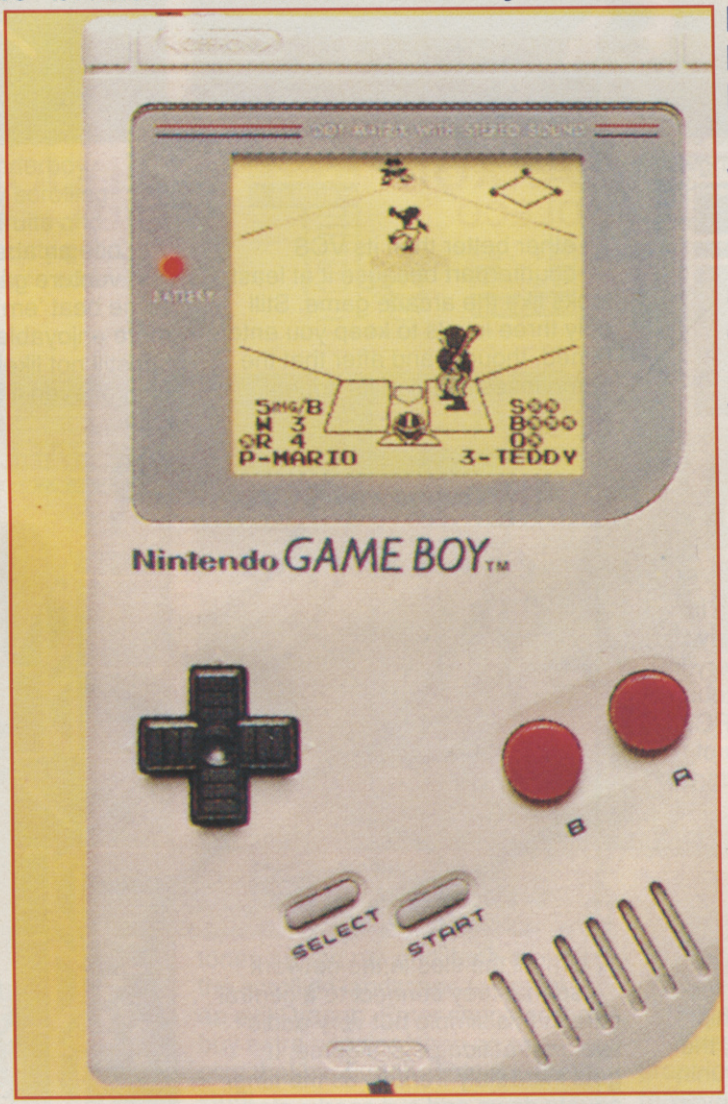
WIN A GAME BOY!

It's new. It's cheap. It's smaller than a footy boot but tastier than bacon; and we've got five of 'em to give away. What is it? Anyone who stuck their hand up and shouted "the brilliant Nintendo Game Boy, which is currently selling like hot cakes in Japan and the USA" would be right.

You can take it with you everywhere, apart from underwater (well, not unless you were in a submarine, anyway). Just stick in the batteries, pop it in your pocket and take it out when you want (chortle, chortle).

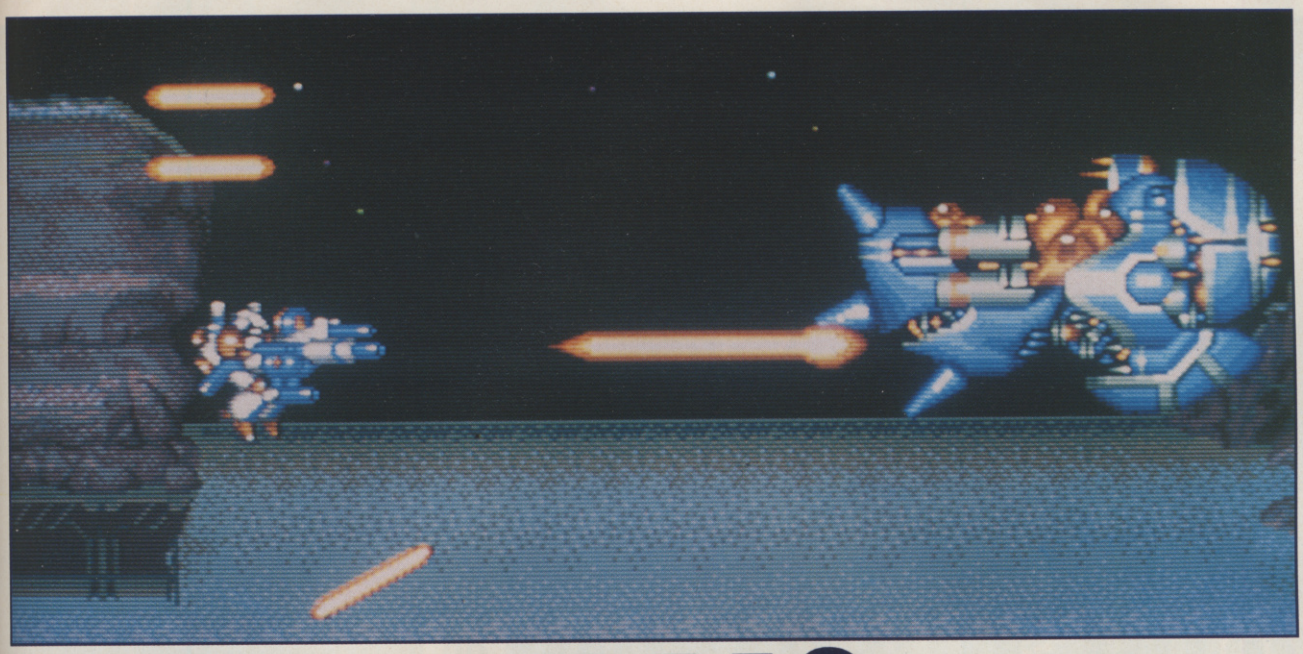
The games you can get for it are simply brilliant: there's Tetris (great fun alone or with two players), Super Mario Land (a version of one of the best games of all time) and Soko-Ban (just about the most infuriating puzzle game ever) - and there are tons more releases due.

By now you're probably wondering how you can win one. Well, panic not, keen Game Boy seekers, for the answer lies on this page. Look below and you'll see three names; tell us which is the odd one out, and one of these quart-in-a-pint-pot machines could be yours.



MARIO LUIGI ALFREDO

If you think you know which one it is, pop yer answer on yer postcard and make sure it gets to us at the address below before February 1st, 1990: I'M A LITTLE GAME BOY COMPO, C+VG (CONSOLES MAG) PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.



SIDE ARMS

PC ENGINE £31.90

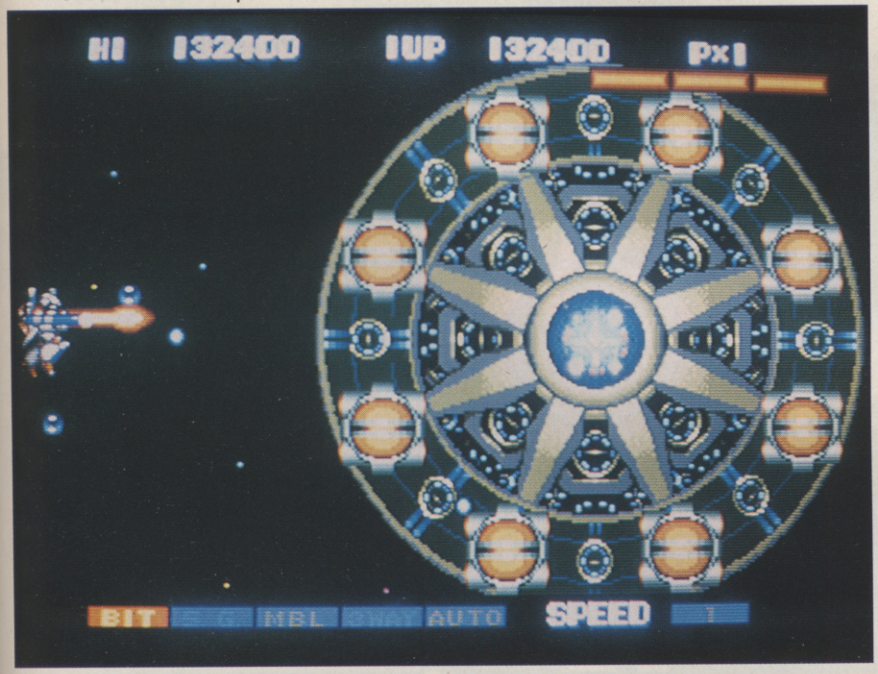
It's the same old story, Earth's under threat of total annihilation, and you as a jet-packed super robot have to save the day by flying deep into enemy territory and blowing them all away.

There's the usual plethora of levels, the obvious end-of-level monsters and the predictable multitude of add-on weapons, including a pathetic little blaster, a slightly less mediocre laser cannon and an awesome four-bullet shotgun-type affair. So what makes Side Arms so good?

Well, it's a virtually flawless copy of the arcade game - in fact the only differences we could see is there's no two-player option. Ignore that and you've basically got the equivalent of a Side Arms machine in your front room.

The action is unbelievably frenetic, with unceasing hordes of alien ships to blow away, but even though the game is tough, you keep on coming back to it for "just one more go".

Slick, fast and gorgeous to look at and play, Side Arms is thoroughly recommended to shoot 'em up fans.



RATINGS

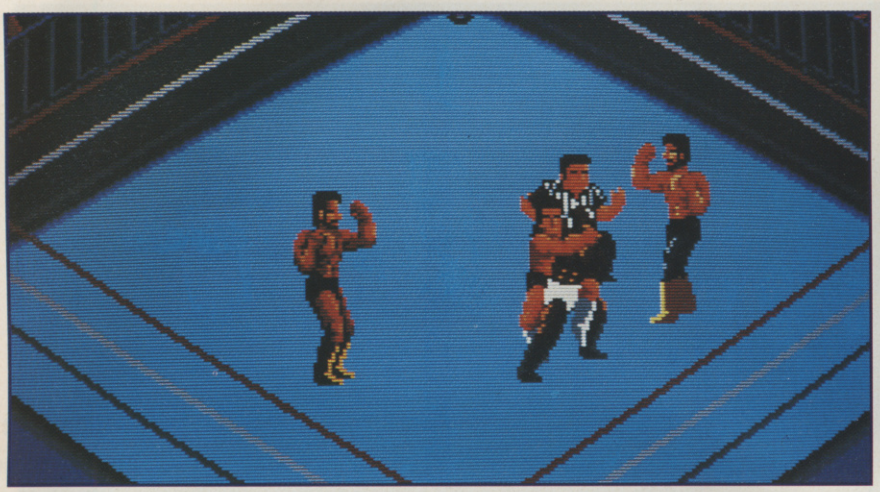
GRAPHICS 93%
Coin-op perfect, with smooth, beautifully-drawn sprites and backdrops.

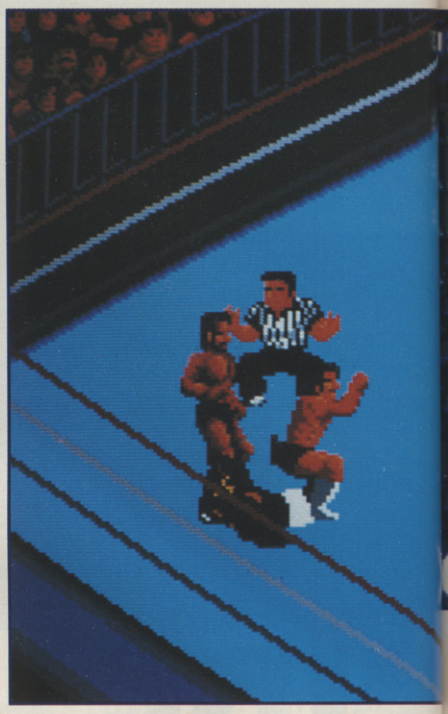
SOUND 76%
Just like the arcade machine in that the sound effects are a bit thin and reedy.

VALUE 87%
Loads of blasting for your money.

PLAYABILITY 91%
The shoot 'em up action is tough, but keeps you coming back for more.

OVERALL 90%
A superb conversion which features all the thrills and spills of the original.





PRO WRESTLING

PC ENGINE £31.90

The menu on Wrestling's title page gives you three forms of the "sport" to participate in. The Single Match pits you against a solo wrestler, but you can also play a Tag Team Match.

Once you've selected the match type, you choose your team of wrestlers from a selection of sixteen.

The action is shown from above, and the screen scrolls to follow the wrestlers (even outside the ring!). The joypad moves your sturdy fellow in eight directions and the buttons let you punch and kick. Combinations of button and pad perform the special moves which include Backbreakers, Boston Crabs, Nelsons, Knee Drops, Piledrivers, Postings, Bodyslams, Back Elbows and Sleeper holds, as well as speciality moves for the different wrestlers.

It sounds good, but the problem is that unless you can read the Japanese instructions, it's very, very difficult to work out which joypad combinations activate which move. Some seem to require a combination of two presses while others appear only to work when you're in a certain position relative to your opponent. Working all those combinations and positions out is confusing and frustrating, as every fight means a complete pasting for your hapless wrestler.

It's a shame that this should be the case, because it ruins the fun of a game that looks and sounds very good. If Engine importers are planning to sell this to British punters, they should really supply some kind of instruction sheet, as otherwise Wrestling is a whole bunch of no fun.

RATINGS

GRAPHICS 78%
Colourful and nicely drawn sprites which move convincingly.

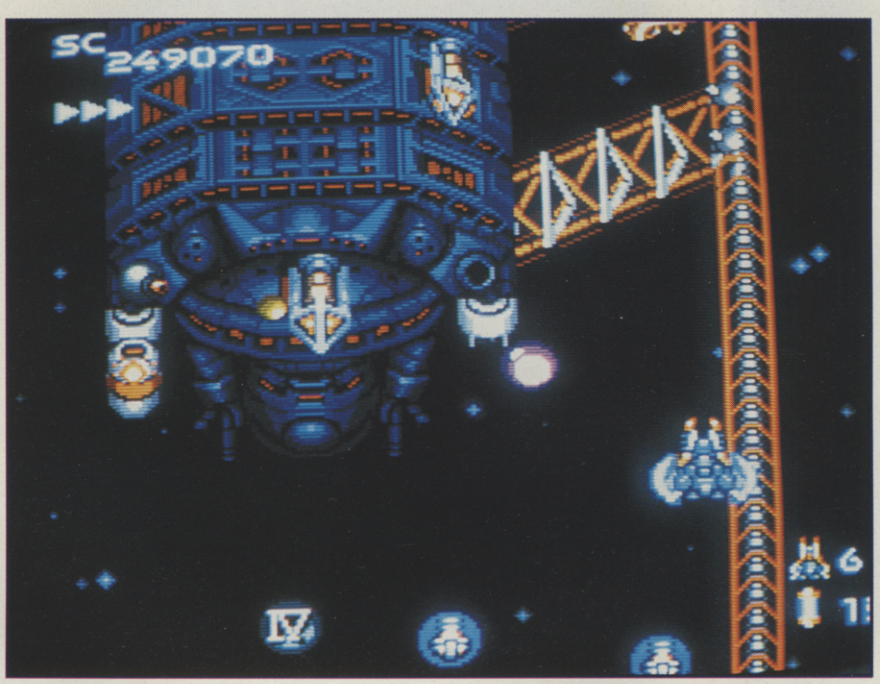
SOUND 70%
Plenty of great tunes and effects.

VALUE 45%
There are plenty of easier to operate Engine games.

PLAYABILITY 45%
Very difficult if you don't know what you're doing!.

OVERALL 49%
Wrestling isn't much fun unless you can get hold of some English instructions.

GUNHED



PC ENGINE £31.90

Gunhed is a space-borne blast with no apparent objective apart from laying waste nine long vertically-scrolling levels of star-baddies.

As usual, downed baddies release a weapons capsule which you can pick up to bolt goodies onto your ship. Nothing unusual, but these pods really let you kick the conkers off anything that gets in your way. The weediest weapon is a rapid fire laser, but a few pick-ups later you can have a defensive shield, two super-hard Multibots flying alongside you firing fireballs, multi-directional Destructor Waves, homing missiles, or a screen full of Field Thunder death beams.

Usually, being so tooled-up means it's dead easy to cream the opposition, and hence, you've got zero gameplay. Not so. The difficulty level picks up quite slowly, but after level two things start to get a mite tough, and by the time you get to level eight where a myriad of beautifully drawn bubbles fly everywhere, the game will have your nerves in shreds.

The graphics throughout the game really are arcade quality. The sprites and backdrops are utterly stunning and the speed at which everything moves is exceptional. Nor has sound been forgotten, for there are a load of superb soundtracks, marvellous effects and even speech to tell you what each pick-up does.

Gunhed is the most playable and impressive shoot 'em up around, and is a vital addiction to any PC Engine owner's collection

RATINGS

GRAPHICS 94%
Varied and colourful, with some amazing end-of-level baddies.

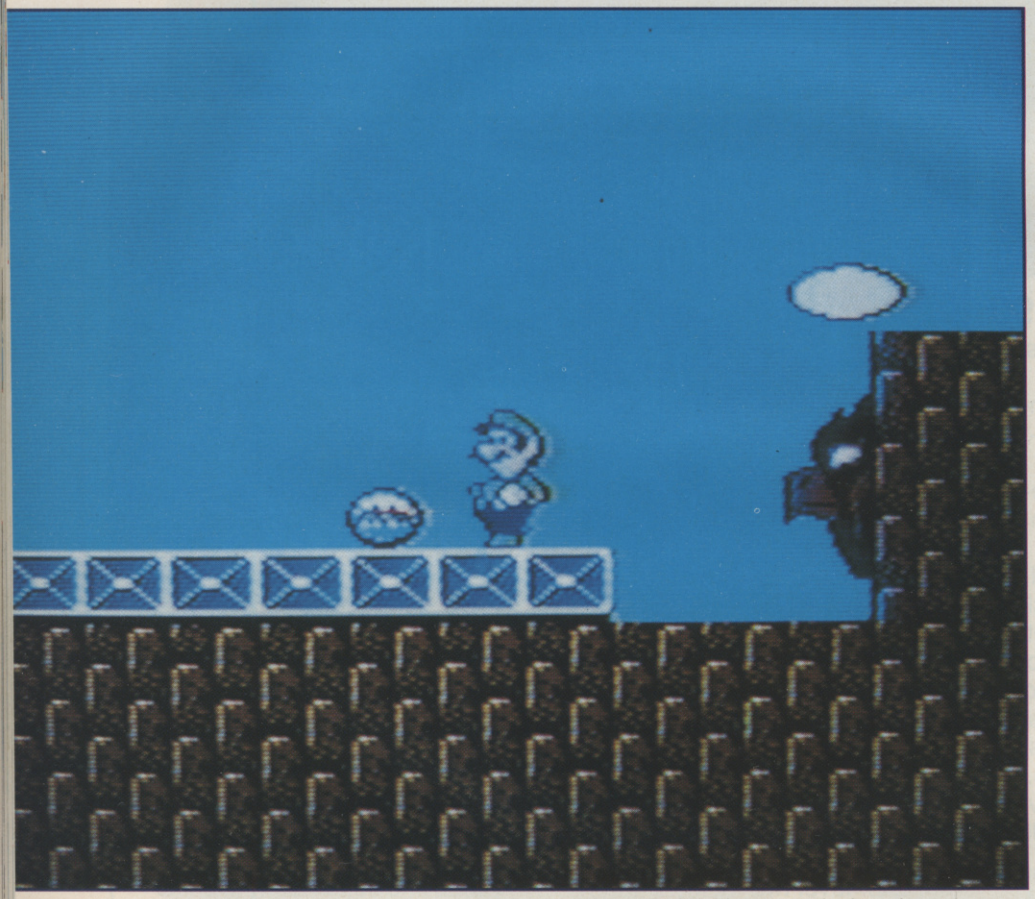
SOUND 95%
Sampled drums and some superb voices are put to incredible use - there's a stunning soundtrack on each level, and a variety of brilliant effects.

VALUE 92%
One of the best games you can buy for the Engine!

PLAYABILITY 94%
Easy to start with, but soon gets well hard!

OVERALL 93%
The best shoot 'em up yet seen on the Engine. A stunning game in every way.

SUPER MARIO BROS II



NINTENDO

After selling tens of millions of units worldwide, Super Mario Brothers was obviously going to be a tough act to follow, but Nintendo programmed on regardless to produce SMB II, which, amazingly enough, is an improvement graphically, sonically, and even gameplaywise!

The game has seven scrolling, multi-level, platform-packed worlds, and at the start of each you choose which character you want to play as. There's Mario (fast runner), Luigi (good jumper), Princess Mushroom (floats instead of jumping) and Toadstool (very strong), so obviously your choice determines the tactics you use during that level.

Each world has its own theme and there are grassy landscapes, deserts and ice planes to negotiate. As in the original SMB, there are loads of weird and wonderful creatures getting in the way. Crows on flying carpets, walking bombs and egg-spitting lizards are just some of the oddities standing between you and your goal at the end of the level.

Jumping on nasties is out in SMB II. Instead, walk over a weed sticking out of the ground, pull it up and you're carrying a veggie, which you can then throw at any nasties to dobber them. Other items can be collected in similar fashion, such as time bombs, potions to open secret rooms, power-up mushrooms, even rocket ships to take you to the next level! You can also jump on monsters, pick them up, carry them about for a while, then throw them at their compatriots!

Like SMB there are all sorts of hidden goodies, and this is part of the attraction of playing. You just never know what's going to turn up next, and you can play through a level a hundred times, then on the hundredth and first go, drop a potion in a certain position and come across a secret warp. It would take even the most unremitting gamer months of play to discover all of SMB II's secrets, but every moment of that is pure, unadulterated fun.

RATINGS

GRAPHICS 88%
You'd never have believed a Nintendo could produce such detailed graphics. Very cute and colourful.

SOUND 86%
Superb tunes run all the way through the game, and there's even a bongo beat backing the pause screen!

VALUE 94%
Buy it and many months of enjoyment lie ahead.

PLAYABILITY 95%
The original was the Most Playable Nintendo Game Ever. This is even better.

OVERALL 96%
Spontaneous, addictive and piles of fun. What more could a Nintendo owner want?

COBRA TRIANGLE

NINTENDO

Imagine it. You're plonked at the controls of a highly modified Cobra Class speedboat, ready for the off. A twisting, tortuous river banked by missile launchers and packed with other boats, upgrade pods and sharks lie ahead - and this is only the first stage! In fact, Cobra Triangle has 25 stages, each of which varies according to the route you take.

Just naming the first five will give you some idea. First off is the race; second is a bonus stretch of the river: jump over ramps to collect suspended add-ons and mystery extras. Running out of time ends your goodie-gathering.

The third challenge is set on a lake, where four mines, guarded by an enemy boat, have to be dragged to a detonation area and exploded within a time limit. The fourth and fifth are very tough: you race upstream dodging logs and whirlpools only to find yourself transported to the lair of a sea monster. Killing it isn't easy; but if you do, it's onto the next stage.

Collecting pods gives you power-ups, Gradius-style; just activate the flashing item with the select button, and it's yours. Some of these are more handy than others: you can get Turbo, increased fire rate, extra speed, missiles and a limited force field.

Cobra Triangle is another winner, and comes from Rare, the team that brought you RC Pro-Am. Incidentally, Rare were originally called Ultimate Play the Game, and produced a series of amazing Spectrum games a few years ago.

The graphics are smooth and colourful, with very effective 3D, and the sound effects are excellent. The Cobra handles beautifully, with just the right amount of inertia, and the gameplay is varied and amazingly addictive.

It's incredible - buy it.

RATINGS

GRAPHICS 93%
Colourful and brilliantly-drawn sprites and smooth scrolling 3D.

SOUND 86%
A wide variety of neat tunes and jingles.

VALUE 88%
Loads of game for your money.

PLAYABILITY 96%
Fabulous control method and brilliant action make this a highly addictive game.

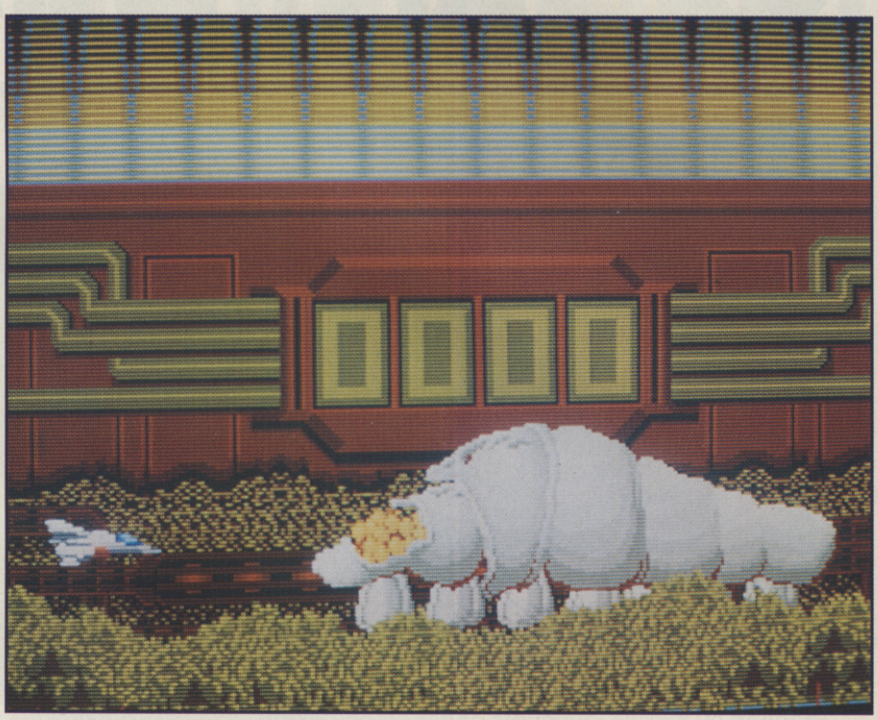
OVERALL 94%
One of the best Nintendo games around - need we say more?

THUNDER FORCE

MEGADRIVE £31.90

Thunderforce is a mega-weapons-akimbo blast 'em up with nine scrolling levels. The twist is that there are four eight-way overhead multidirectionally scrolling blast-the-base missions which alternate with four horizontally scrolling havoc-packed missions. The ninth level is made up of one massive mothership - it's kill or be killed.

There's a whole army of aliens buzzing about the place, and you've got a whole armament of extra weapons to kill 'em with. Not yer standard power-ups these, though. Exotic armaments such as wave beams, hunter missiles, megaflash or five way shots are what you want, because they kill lots of baddies (and make some rather nice noises too!). Very handy for those b-i-i-i-g end-of-level nasties, particularly that mean mutha of a tank in mission four.



The alien backgrounds and sprites are very well drawn and animated and there's even a bit of parallax scrolling in there. The use of sound is outstanding, and it's really worth plugging in your headphones for the funky music and raucous spot effects.

Thunderforce is a frantic and highly polished shoot 'em up that simply oozes playability. There are nine massive levels to beat, and there are plenty of hidden bonuses for the player to discover. Megadrive owners shouldn't miss it.

RATINGS

GRAPHICS 81%
Slick scrolling, and colourful sprites and backdrops.

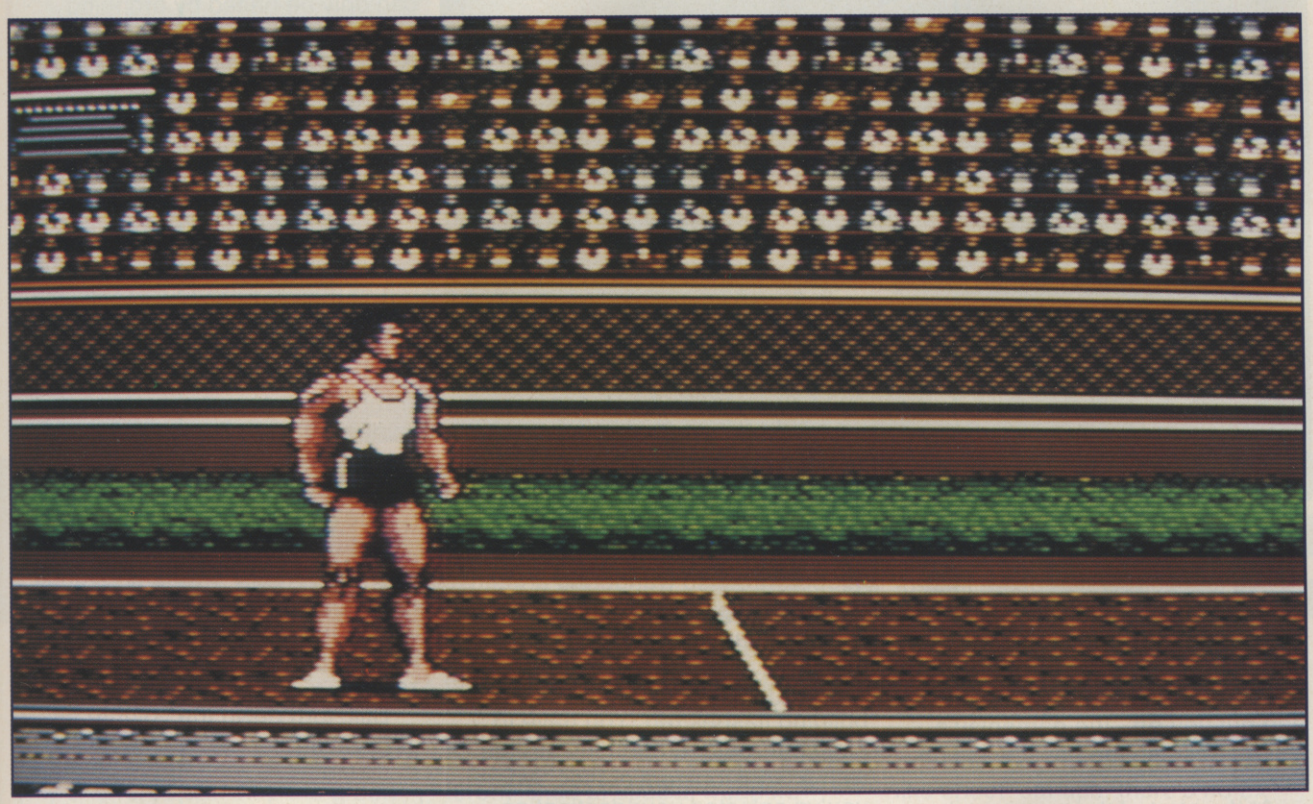
SOUND 94%
A fantastic series of soundtracks and amazing effects make this sound like a coin-op.

VALUE 83%
There's plenty of long-lasting blasting in store.

PLAYABILITY 92%
Challenging, but highly addictive - you never know what's on the next screen.

OVERALL 90%
An arcade quality shoot 'em up that's a must for every Megadrive owner.

TRACK & FIELD II



NINTENDO

Track And Field II is, not surprisingly, the follow-up to the vaguely successful but now rather wrinkly Track And Field. Only this time, as well as the endless bouts of joypad-bashing there's a few tactics mixed in between.

Comprising of twelve different events, including such diverse subjects as Arm Wrestling, Taekwondo and Hammer Throwing, this one or two player sports sim can be tackled in a variety of ways. In Training Mode, the player can select any of the events shown on the menu in which to take part, the game ending should the participant fail to reach or better the set qualifying time/number of hits/score.

In Olympic Mode, the player embarks on the full Olympic tour, with the option to choose which country he wishes to compete for. Failure to complete the majority of events available on any particular day means disqualification from the Games and a game over message.

Also available is Versus Mode, where two players are given the opportunity to participate in the two-player events of Arm Wrestling, Taekwondo and Fencing without the hassle of entering the Olympics or the annoyance of being thrown out of the game in Training should either player lose.

Track and Field II is a brilliant sports sim which plays well and has some neat graphical touches, including an animated opening sequence of the Olympic team disembarking from an airplane and marching around the stadium. Highly recommended to sports fans.

RATINGS

GRAPHICS 91%
Big sprites and excellent graphical effects.

SOUND 84%
Loads of great tunes and jingles and good sound effects.

VALUE 84%
A variety of play modes and twelve events gives massive lasting appeal.

PLAYABILITY 93%
Each event requires different tactics, and all play exceedingly well.

OVERALL 90%
A stunning-looking and immensely playable sports simulation which is a must for any armchair sportsperson.

GHOSTBUSTERS

SEGA **£29.95**

This is a conversion of the incredibly successful computer games of the film, the first version of which appeared on the Commodore 64 over five years ago! But don't let its age put you off - the gameplay's still as fresh as the day it was conceived.

At the start of the game you're given $10,000 to set up your Ghostbusters business, and you use the dosh to buy some transport and equipment. As you might expect, you have to hand over awesome wads for the best stuff, but every ghost busted brings in cash from satisfied exorcismees, so you can visit The Shop during the game to upgrade your traps and detection equipment.

If you end the game with more than $10,000 you get a bank account number which lets you start your next game with extra dosh.

When you've bought all the equipment you can, a map of the city with the Temple of Zuul at the centre is shown. For the evil god Gorza to get back into the world, the city has to be saturated with psychokinetic (PK) energy, and ghosts are flocking to Zuul to build up the PK level. Gorza's servants, the Keymaster and the Gatekeeper, are also wandering around town, waiting for maximum PK so that they can join and release their master.

Your first call comes when a building flashes red. You have to plot your route through the streets with a Ghostbusters cursor. When you've selected your destination, you're shown an overhead scrolling view of the road and you have to steer your 'bustermobile between other cars and around roadworks while a meter ticks down to show how far you have to go. If your path crosses that of a wandering ghost, you can vacuum it up for extra dollars.

Once you've arrived, you're shown a street scene with ghosts flying about above the pavement. Two Ghostbusters appear, and once you've positioned both the trap and the men you can activate their ion beams and try and guide the ghosts over the trap. Once they're there, you can spring the trap and they're sucked inside.

If you let too many ghosts escape, the city's PK soon reaches a critical level and the city is prone to Marshmallow Man attack, which can only be halted by dropping ghost bait as the huge Mr Staypuft is taking shape. Any delay and he stomps buildings into the ground and you have to pay for the damage!

When Gorza finally makes it, you have to get two Ghostbusters past Staypuft, who bounces around the entrance to Zuul, dodge slimer ghosts throwing plates, then zap Gorza with your ion ray before he zaps you with his magic.

On the whole Ghostbusters is a great game. There are a few new additions to this Sega version, and the gameplay has been tweaked to make it even more exciting.

The graphics are nicely detailed, smooth and colourful - the music, though, is utterly dire, and sounds like a load of deaf people are trying to play the Ghostbusters theme tune on some crummy old synthesizers.

Still, turn down the volume and get bustin'...

RATINGS

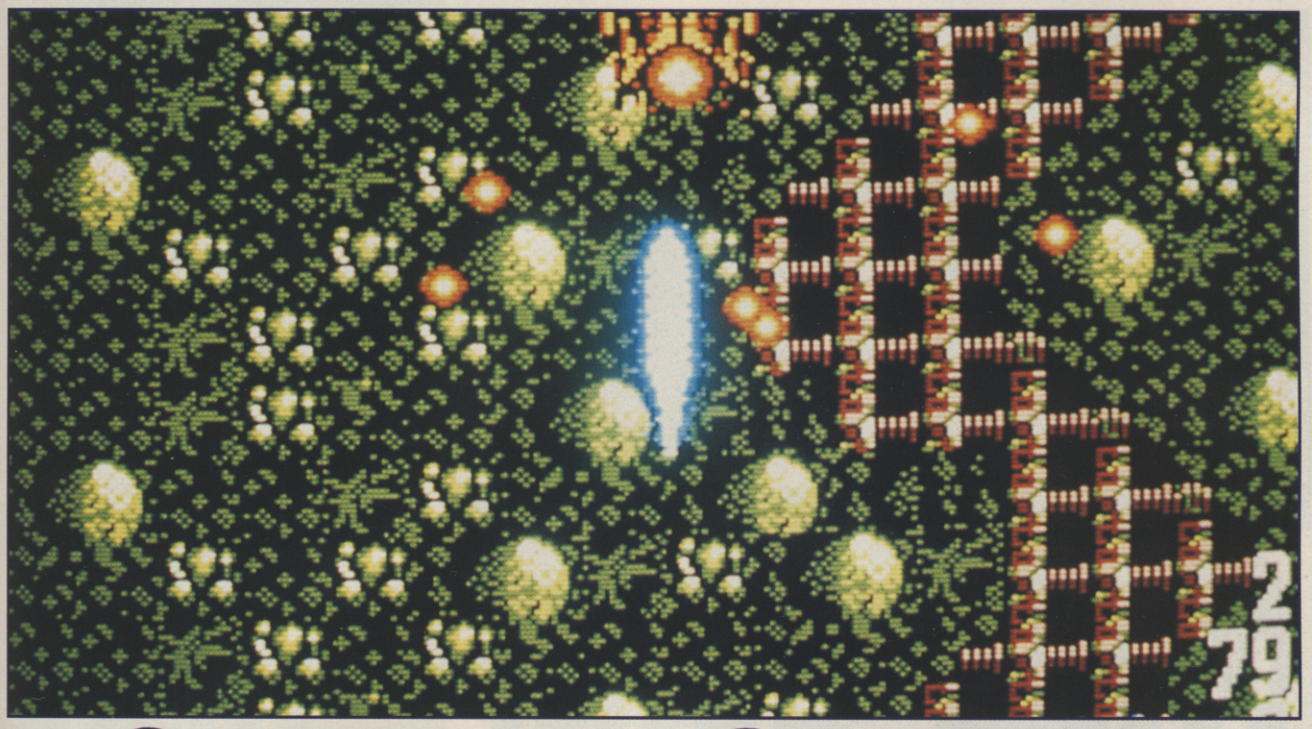
GRAPHICS 81%
Neat, colourful and reminiscent of the film.

SOUND 29%
The theme tune is ghastly beyond belief - you'll turn the volume knob down within seconds.

VALUE 81%
A password system increases this game's longevity.

PLAYABILITY 86%
An army of ghosts to bust - and horrible old Gorza too!

OVERALL 85%
A great game for Ghostbusters fans. The graphics are excellent, and there's enough action to keep you bustin' for ages.



POWER STRIKE

SEGA **£24.95**

A gang of mutant vegetables is invading earth and brainwashing humans into helping them. Only one force can stop the green menace: Power Strike, the most versatile jet fighter ever invented.

The enemy is encamped behind six terrains, called Takeoff, Deep Forest, Great River, Mu-Plant, Invaded and HQ. They all look different but play much the same, except for an increased number and strength of ground bases, and near impossible numbers of aliens. Don't go thinking this is an easy game!

You start off with a Pulse Cluster Beam (A-button) and a special weapon (B-button). You can collect extra Power Chips which increase the Beam's potency, and eight different kinds of special weapon. These include Directional Shot, Web Gun, Laser Cannon, Rolling Fire, Homing Flame, Swing Web, Plasma Ball and Wipe Laser (the best one). Some have a time limit, others have limited shot power.

The action is fast and furious. Just when you think you're doing OK, the scrolling speeds up, missile-spitting aliens home in on you and a mother ship appears. There's no time to relax - and that's what makes this such a great shoot 'em up. The extra weapons all have useful functions and the control is just right - not too fast and definitely not sluggish. If you like shoot 'em ups, there's no excuse to miss it.

RATINGS

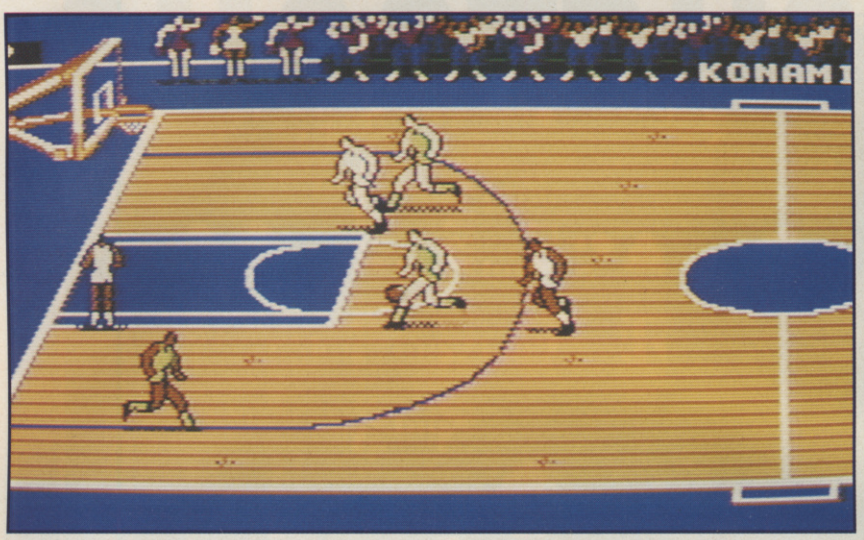
GRAPHICS 81%
Fast vertical scrolling helps the frenetic action, only slowing when there's a lot happening on screen. There are 18 different kinds of alien.

SOUND 72%
Decent weapon effects and a melancholy tune.

VALUE 86%
Well worth the money, but not for the faint-hearted.

PLAYABILITY 92%
Difficult! It's only got six levels, but they'll keep you occupied for a long time.

OVERALL 90%
The best blaster on the Sega.



DOUBLE DRIBBLE

NINTENDO

Fancy a good slam-dunk? Konami's own conversion of their basketball coin-op provides it, and bags of playability besides, for one or two players.

The game is packed full of presentation and options: after watching the massed hordes stream into the stadium, you can alter the match parameters. Choose a game length between 20, 40, 80 and 120 minutes, opt for New York, Boston, Chicago or Los Angeles, and choose one of three difficulty levels.

The controls are very easy to get the hang of. When attacking, the A-button passes and the B-button jumps and shoots; when defending, the B-button switches control and the A-button tackles. Scoring a basket depends on how long you hold down the button: ideally you should release it at the top of a jump.

Normal basketball rules apply, the game being split into four periods, with a half-time show (it goes on for 40 seconds, and is a bit boring). In fact, this is just about the best sports simulation you'll find on the Nintendo: fast, accurate and great fun.

The only problem with it is the lack of shadow on the ball, which sometimes makes it tough to decide just where the basketball will land. Apart from that it's brilliant, particularly in two-player mode; and even though the first computer level is fairly easy, the third is tough enough for most players. Even if you're not a basketball fan, check it out.

RATINGS

GRAPHICS 72%
Very fast and colourful, but with occasional flicker. The lack of a ball shadow sometimes makes the 3D effect confusing.

SOUND 57%
Some decent speech and dinky tunes but little else.

PLAYABILITY 88%
An innovative use of the controller and relatively easy first level help you get maximum control over your offensive and defensive play.

VALUE 87%
An excellent version of the coin-op that retains all its playability.

OVERALL 84%
A great game and a brilliant basketball sim.

WIZARD WARRIORS

NINTENDO

Wherever you go, there's always a damsel in distress, coveted by evil ogres and demons. The world of Wizards and Warriors is no exception - a gang of demons has captured all the king's princesses and now holds them captive in the over and underworlds.

Playing a knight who can control magic, you set off to the rescue. Each area is full of eldritch creatures, all out to reduce your energy and eventually kill you. Shoot them and they sometimes leave behind coins (for points) or magic gems (for special, temporary powers). At the end of the stage, you face a huge creature such as a Skull or a cavern full of bats: defeating them releases the damsel from bondage and sends you onto the next area.

Red, blue and brown keys are vital to success: they open corresponding chests and doors. In the chests you either find gems (worth loads of bonus points when you complete a level) or magical items, which you need to progress.

These include a Wand of Wonder (ring of flames), Shield of Protection, Potion of Levitation (handy for reaching parts other potions cannot reach) and Boots of Lava Walk - necessary for Level Three.

RDS & RORS

Wizards and Warriors is a very simple platform game with some neat extras bolted on. Just when you think you can't get any further or you're stuck in a tight corner, you find the solution and you're off again. The only problem is that it can become repetitive, and all the levels are similar in style, if not in graphics.

Worth a look if you're into platform games, but Mega Man is much tougher and has more lasting appeal.

RATINGS

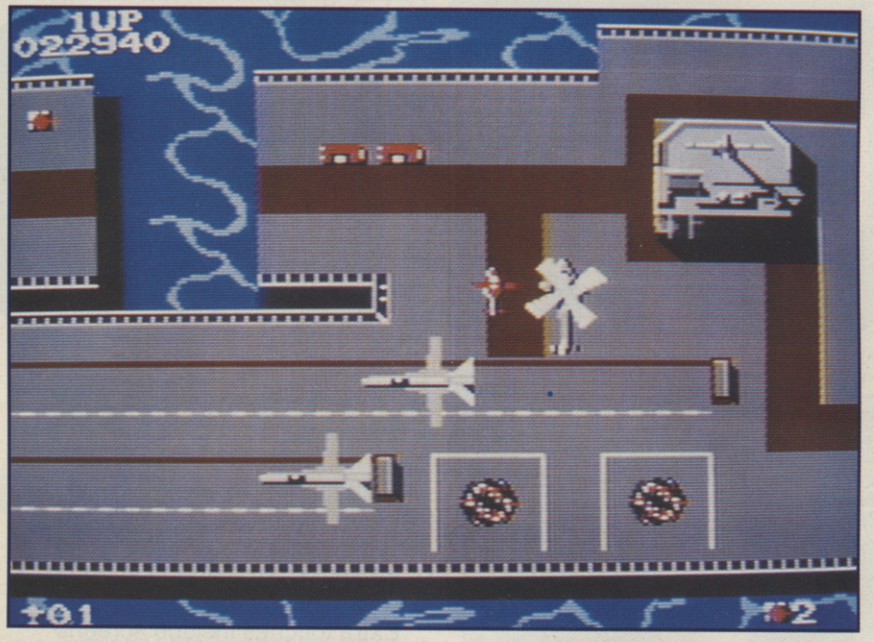
GRAPHICS 79%
Nice sprites and some original backdrops.

SOUND 81%
A variety of tunes and atmospheric spot effects.

VALUE 64%
Plenty to get your teeth into, but it all tastes rather similar...

PLAYABILITY 78%
Loads of things to slay, and a huge playing area to leap around.

OVERALL 72%
A jolly platform game, with a large map and plenty to do.



TIGER HELI

NINTENDO

Thrust deep into foreign territory, your mission is simple: wipe out all the enemy tanks, rail freight, speedboats and planes; cause maximum damage and forfeit your own life rather than retreating.

Initially you're armed with only two weapons: quadro-rocket launchers and a couple of side-mounted bombs, which destroy everything within a hundred yard radius. Extra bombs and auto-bombs can be picked up on the way, but they're few and far between, so you're best saving them until you're in a really tight corner.

At least twice every level you'll come across little helicopters. Pick one up and you've got a 'wing', which also unleashes four rockets; pick another up, and you've got a second wing. According to the colour, they can fire forwards or sideways - but remember that the extra helicopters also increase your size as a target!

Tiger-Heli closely resembles the coin-op, but that doesn't make it a brilliant game. The graphics and sound become monotonous after a short while, and the playing area is quite limited, making it harder to dodge enemy bullets than it should be on the later stages. If you're a real fan of the arcade game, you could try it - but the rest of you should wait until some better vertical scrollers come along.

RATINGS

GRAPHICS 56%
The backdrops are bland and blocky with slightly jerky scrolling; the enemies are unimaginative and colourless.

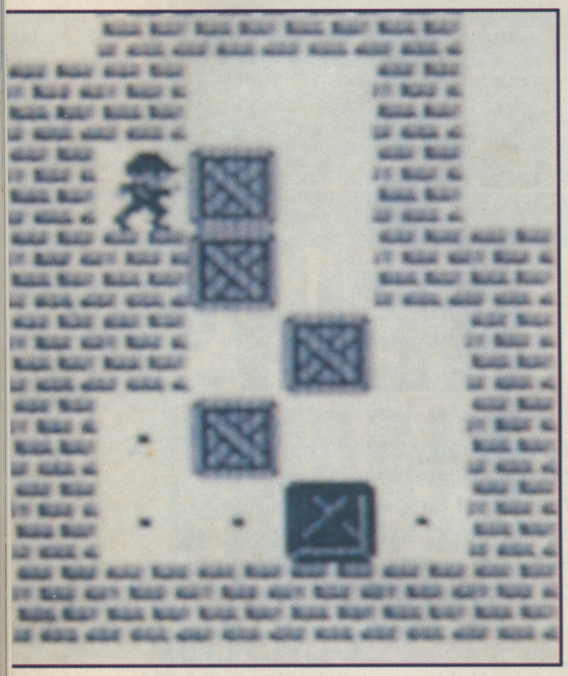
SOUND 40%
A repetitive tune plays throughout, except for the take-off and landing helicopter effects.

VALUE 61%
The only vertical scroller so far on the Nintendo, but there are bound to be better ones.

PLAYABILITY 58%
Addictive and sometimes frustrating combination of blasting and dodging.

OVERALL 65%
Accurate to the coin-op, but only moderately enjoyable all the same.

GAME BOY



SOKO-BAN

The warehouse manager is in love. He's got a date tonight with his girlfriend, but work has to come first - and he's got a whole building full of crates to tidy up before he can enjoy himself.

This is where you come in. You can see the floor-plan of all the levels, so you can tell our warehouse man just where to push his crates. But be careful: you can't undo a move once you've made it, and it only takes one mistake to ruin the whole level. If you're successful, you can always try again to improve your score.

Soko-Ban is one of the most infuriating puzzlers ever, and an ideal hand-held game, because it doesn't rely on great graphics to make it a brilliant game.

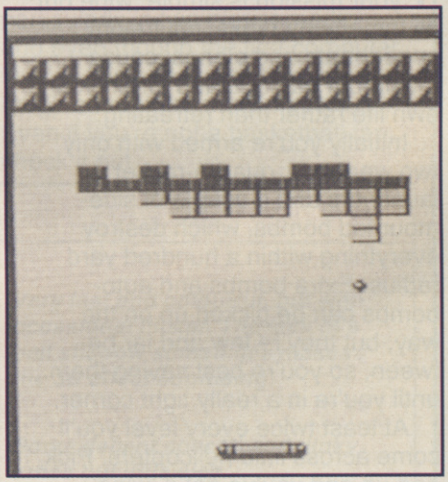
OVERALL 90%

ALLEYWAY

Basically, this is just a very simple Breakout game with a few nice touches. It doesn't have the power-ups or variety of levels of Arkanoid, but it's good enough to pass a few hours.

Extra touches include screens that scroll sideways or advance down the playing area towards you; and there's also a bonus section where you have to eliminate a 'Mario' made up of Breakout blocks within a time limit. Good fun for a while, but don't save up for it.

OVERALL 56%



SUPER MARIO LAND

What would a Nintendo console be without Mario? True to form, one of the first games to be released for the Game Boy is a souped-up version of the classic arcade hit, Super Mario Bros.

Mario has to make his way through four worlds, populated by his old enemies, the Koopa Troopa turtles, and other horrible surprises. Each level in a world is set against a time limit, and there are secret rooms packed full of coins. Collect 100 coins and you've got an extra life.

Mario doesn't stay weedy for long - grab hold of power-up mushrooms and he grows bigger and

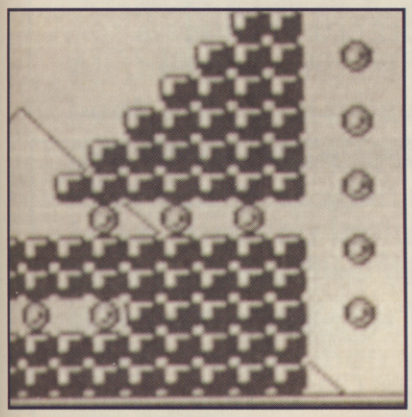
BASEBALL

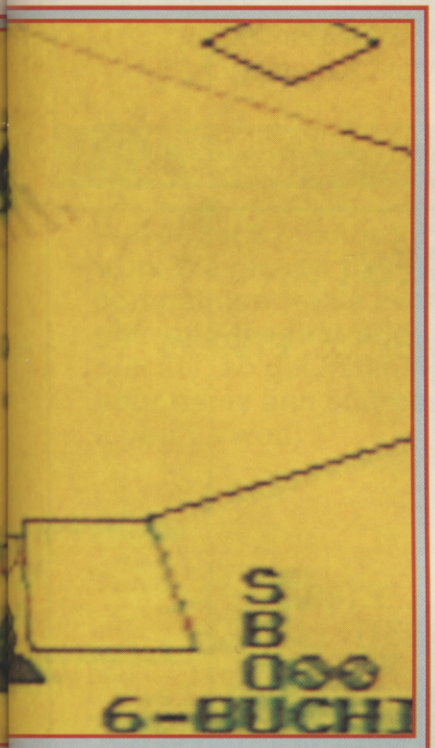
For one or two players, Game Boy Baseball offers you the chance to play full-scale US or Japanese versions of the sport.

There are two basic screens. The strike involves you either tossing the ball and attempting to get your opponents out or doing your best to knock the ball half a mile with your bat. Once the ball's been hit, the action switches to a more

gets firepower. There are extra bonuses to be gained along the way; but you'll just have to discover them for yourself! Anyone who has any interest in Mario should buy this.

OVERALL 93%

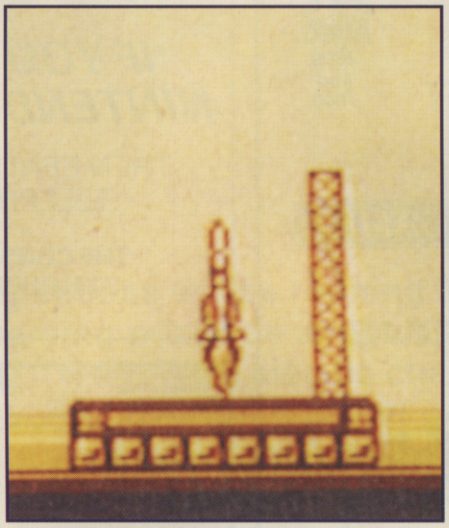




panoramic view, and you either go for a home run or chase after the ball, depending on whether you're batting or not.

Most of the standard baseball rules apply, but the game relies a lot on graphics which aren't there. As a result, the action's less fun than it should be - and certainly a lot less enjoyable, as a sport sim, than Game Boy tennis.

OVERALL 73%



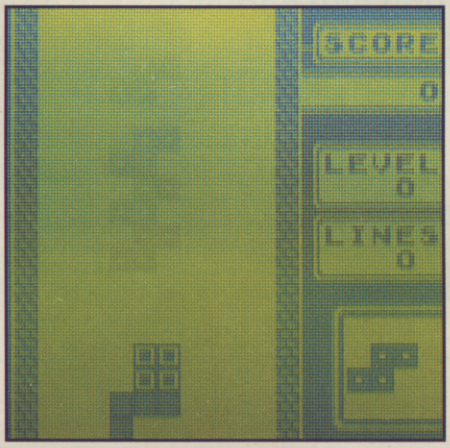
TETRIS

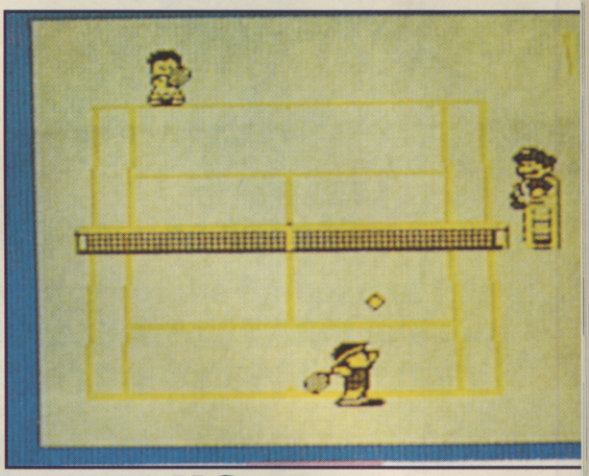
If anyone's ever enjoyed Tetris on any other versions, forget them - this version is the best of the lot. It's not because of the graphics or the choice of three decent tunes, but because of the two different styles of game.

You can choose between one or two players (with a link up), and more difficulty levels than you could ever need. Game A is a standard infinite blocks Tetris - they just keep on coming ever faster, and you've got to form lines which then disappear and give you points. Game B gives you a set target of lines in which you have to score as high as possible - there are 45 of these levels, the last being amazingly hard!

If this all sounds a bit dull, it isn't. Tetris plays incredibly well, and is one of the most addictive puzzle games ever. A must.

OVERALL 95%





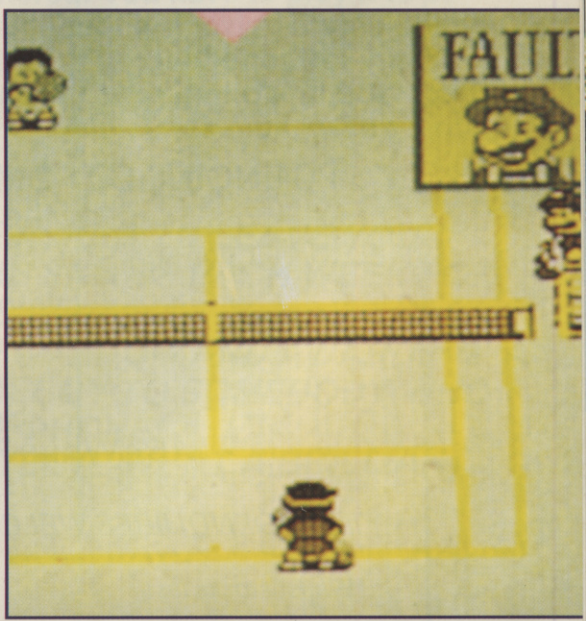
TENNIS

Taking the standard third-person perspective view of the court, Tennis offers you all the features that you'd find in a real match. You play over three sets against the computer (four difficulty levels) or a human player, serving or defending, changing ends every two games.

You can play all kinds of shots, including volleys, lobs and smashes, at different angles and degrees of pace. All the computer opponents are very intelligent, and will provide a lasting challenge for anyone.

It might not be Wimbledon fortnight anymore, but there's no excuse to miss this brilliant sports simulation!

OVERALL 93%



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We've got 3 fabulous PC engines to be won. We reckon this has to be the easiest competition we've ever done to win a PC engine and the first prize will be awarded very quickly, so get listening. (And don't forget your name and address so we can tell you if you've won)

WIN A MEGADRIVE! LINE TWO

☎ 0898 555565

Think the Sega Megadrive's better than the Engine? Well win one of these then! We've got three to give away until January 1st. The fabulous Sega Megadrive is battling it out head to head with the Engine - we're not sure which one will win.Just think this is your chance to get one for nothing!

WIN A GAME BOY! LINE THREE

☎ 0898 555565

Amazing! A portable Nintendo the size of a personal stereo! You have to play it to believe it! Listen to the amazing stereo sound on your personal headphones and play classics like Tetris, Super Mario and Soko-ban on the train, plane school bus, wherever!

SPECIAL BONUS!

●AT THE END OF EACH MESSAGE YOU'LL BE ASKED TO LEAVE YOUR NAME, ADDRESS AND PHONE NUMBER AT THE END OF EACH WEEK FOR THREE OF THE WEEKS THE BOOK IS ON SALE.
●WE'LL BE PICKING ONE PHONE NUMBER AT RANDOM AND AWARDING A SPECIAL BONUS PRIZE OF A FABULOUS GAMEBOY TO SOMEBODY WHO CAN ANSWER A SIMPLE QUESTION OVER THE PHONE!
●YOU'LL GET YOUR PRIZE ALMOST IMMEDIATELY! -WHAT A BRILLIANT CHRISTMAS PRESENT!

CALLS ARE CHARGED AT 38P PER MINUTE STANDARD AND 25P CHEAP RATE, AND ALL PROGRAMS LAST NO LONGER THAN THREE MINUTES. (IF YOU ARE UNDER EIGHTEEN, MAKE SURE YOU ASK FOR YOUR PARENT'S PERMISSION BEFORE YOU DIAL.)

94 RELEASE SCHEDULES

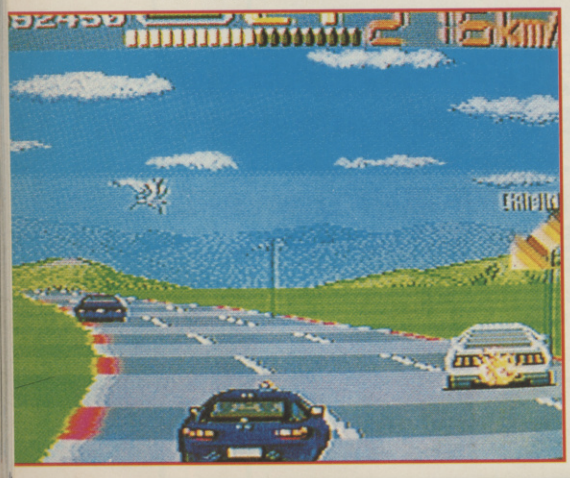
Hot off the fax from Japan, here's the very latest, up-to-the-minute software release schedules for the PC Engine, Megadrive and Game Boy.

PC ENGINE

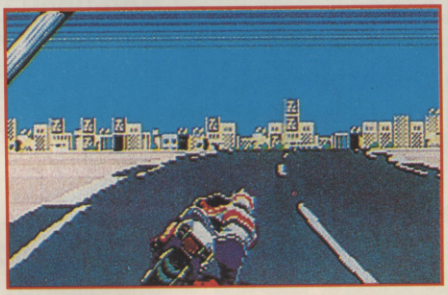
NOVEMBER
Digital Champ Boxing
Tatsunoko Fighter
Super Darius (CD-ROM)

DECEMBER
USA Pro Basketball
Bullfight Boxing
Mr Heli
Motorbike Racing
Jack Nicklaus Golf
Baseball 89
Knight Rider Special
Veigues
Tiger Road
Genpei
Baseball (CD-ROM)
Shinobi
F-1 Triple Battle
Armed Forces
Heavy Unit
Volfied
Splatterhouse
Chase HQ
New Zealand Story

NEXT YEAR
Batman
Xevious II
City Hunter
Cyber Core
World Beach Volleyball
Berabou Man



NO RELEASE DATES YET
Super Volleyball
Power Drift
Ninja Spirits
Alice in Wonderland
Mr Ghost
Atomic Robo Kid
Paranoia
Rainbow Island (CD-ROM)
Darius
Ghouls 'n' Ghosts
Out Run
Afterburner
Wardner
Thunderblade
Operation Wolf
Doreamon
PC Kid
Maniac Pro Wrestling



MEGADRIVE

NOVEMBER
Super Hang-On
Rambo III
Heavy Unit

DECEMBER
Forgotten Worlds
Atomic Robo Kid
Kujaku II (beat 'em up)
Golden Axe
Soko Ban
Tatsujin
Vermillion
New Zealand Story

NEXT YEAR
Ghostbusters
Super Shinobi
Dream Island
Super Monaco Grand Prix
Ultra Man

NO RELEASE DATES YET
Super Fantasy Zone
Omega Fighter
Afterburner II
Curse
Tetris
Galaxy Force
Power Drift
Turbo Out Run
Wonderboy III
Dynamite Dux

GAME BOY

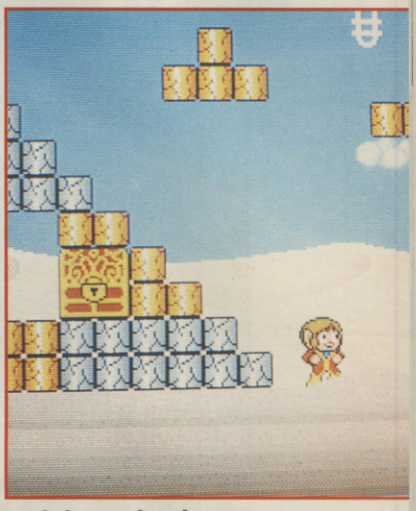
NOVEMBER
Castlevania
Pinball
Beach Volleyball

DECEMBER
Golf
Pachinko Time
Selection
Master Karateka
North Star Ken

NEXT YEAR
Red Devil
Side Pocket Billiards
Rock 'n' Chase

NO RELEASE DATES YET
Double Dragon II
F-1 Race
Pinball Party
Sea Battle
Baseball Kid
Puzzle Boy
Warrior
Cosmo Tank
Batman
Popeye

WIN A MEGADRIVE!



If you asked the average man in the street, "what's the hottest console around at the moment?", he'd undoubtedly reply, with firm assurance in his voice, "the Sega Megadrive, my lad". And he'd be right.

So what has this sleek cyber baby got that all the others haven't? Well, for a start, it's the first 16-bit console, so designed that you'll think you had an arcade machine in your very own home. However, you'd be wrong: arcade machines are very BIG, and the Megadrive is, comparatively, very small.

But there the differences end. Anyone who has played Ghouls 'n' Ghosts on this funky mega-machine will tell you that they were duly awestruck and astounded in a big way. And anyone who's even glimpsed the merest nano-second of Thunderforce II will witness the words "arcade quality" flashing into his mind.

So why are we telling you all this? For the simple reason that we've got THREE MEGADRIVES TO GIVE AWAY! Yes, your brain deceives you not - that's over 700 of hardware!

Now comes the important bit: how to win. See the sentence below? Well, we want you to come up with the most amusing anagram you can think of - you don't have to use all the letters, just most of them. The sentence is:

THE SEGA MEGADRIVE IS FAB

Done that? Right, write down your anagram on the back of a postcard, and send it to the following address before February 1st, 1990: MEGADRIVE COMPO, C+VG (CONSOLES MAN), PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

WELCOME TO PART TWO OF OUR GIGANTIC TIPS SECTION. WE BEGIN WITH TIPS ON NEARLY EVERY NINTENDO GAME EVER RELEASED!

NINTENDO TIPS

GOONIES II

The following code gives Mickey all the weapons and magic items needed to complete the mission, and saves you rescuing the six Goonies:

S'G NY4W '!N''!'F

All you need to do now is rescue Annie the Mermaid to finish the game. To do this, follow the steps below:-

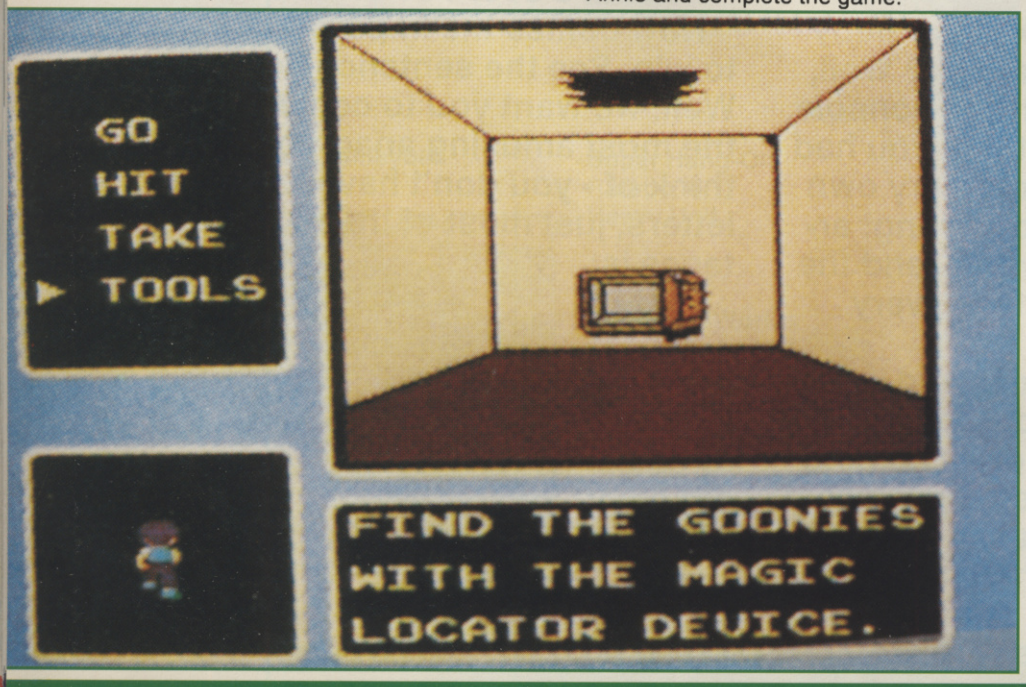
From start position walk right until you see the second adventure scene door, enter door, enter door in wall, use ladder to go up hole in ceiling and enter a dark room, turn right to the warp zone room, go through warp door.

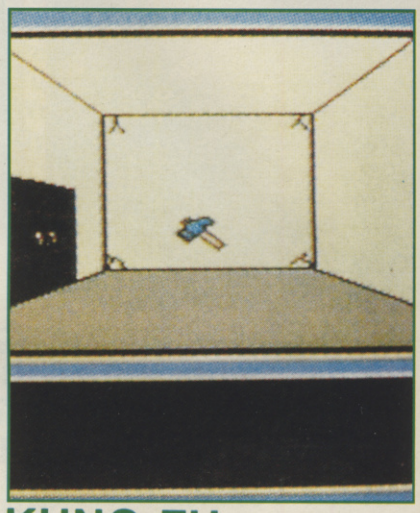
You are now in an attic room, so go up ladder to next storey, walk right until you come to adventure scene door, enter adventure scene (this is a warp zone).

Walk through door to warp, walk right until you reach next adventure scene door, enter adventure scene to a dark room. Press down to exit, walk left to end of building, go downstairs to next storey again, walk left until you come to two adventure scene doors, enter top door, go left through door in wall, use hammer to create an exit, walk through created exit.

You will now be in a small room, so go to bottom adventure scene door and make sure you have a key (you can obtain keys by killing the creatures in action scenes).

Enter door and you will now be in a warp zone. Select diving suit to go down water hole and you will now be in an underwater cavern with two doors. Enter bottom door, use key to free Annie and complete the game.





KUNG-FU

When walking along on levels three, four and five always do low kicks because it's probable that a few tom-toms will be following the grapplers.

To kill the Level One boss: wait for him to stand up and do two low kicks so he steps back, then move forward and follow the same procedure.

LEVEL TWO BOSS

Wait until he has thrown his boomerang, run up to him and do a flying kick, then follow it up with a few low kicks.

LEVEL THREE BOSS

Wait until he has kicked, then run up to him and rapidly do low kicks.

LEVEL FOUR BOSS

Wait until he has thrown a bomb then walk up to him and do low punches to his chest. Once half his energy has gone he will reincarnate; move back and wait until he has thrown the bomb, then do low punches to his chest.

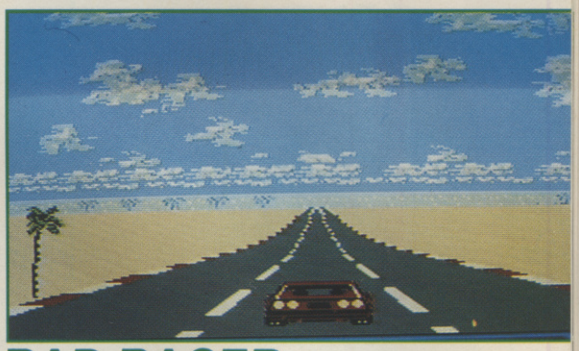
LEVEL FIVE BOSS

Let him make the first move, then just do what you feel is a good move.

GRADIUS

If you're in a bit of a tight spot, do the following. Pause the game, push up twice, down twice, left, right, left, right, press Button B then A, and un-pause. Your ship will now be almost totally armed, but this manoeuvre only works a limited number of times.

You can also earn yourself an extra 5000 points when you fly through the mountains with gaps through them on stages 1 and 4.



RAD RACER

If you press the start button while holding down button A you can continue from where you left off.

RC PRO-AM

When you see the arrows point for a turn, start turning: this should give you a nice tight bend for you to zoom in front. Use all the zipper rails, because the drones invariably do. Try to stay in front of the yellow car because on later levels he uses a turbo boost; if he does, blast him.

Avoid bombs, as they are only useful if you're in first place (very rare on the stages with the fast cars and lots of oil). Save missiles on early stages. Try and collect the white roll-cages as these are useful if you hit oil and are also good protection from the pop-up walls.

PUNCH OUT!!

Enter code 007 373 5963 and fight Tyson himself.

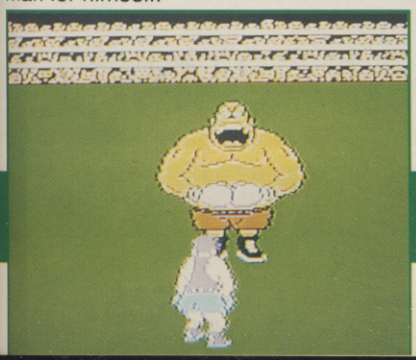
LEGEND OF ZELDA

Here's how to kill all Dodongos with just two bombs:

Stand in front of one of the three Dodongos and lay down two bombs; he will eat the first one and get stunned by the second. Use the sword quickly and you will kill him. When he is dead he will leave four bombs so you can attack the other dodongos.

MARIO BROS

Playing a game of doubles with a friend is the best way to get a high score! Work out some tactics to cover each half of the screen, but when you get to the bonus coins screen it's every man for himself!



METROID

In order to defeat the mother brain you must stand in the platform where the final Zeebetite was and destroy it with over 30 missile shots. You must not move from this platform unless you have to dodge the Rinka (the Fire Rings). It's best to freeze them with the ice beam and do a runner.

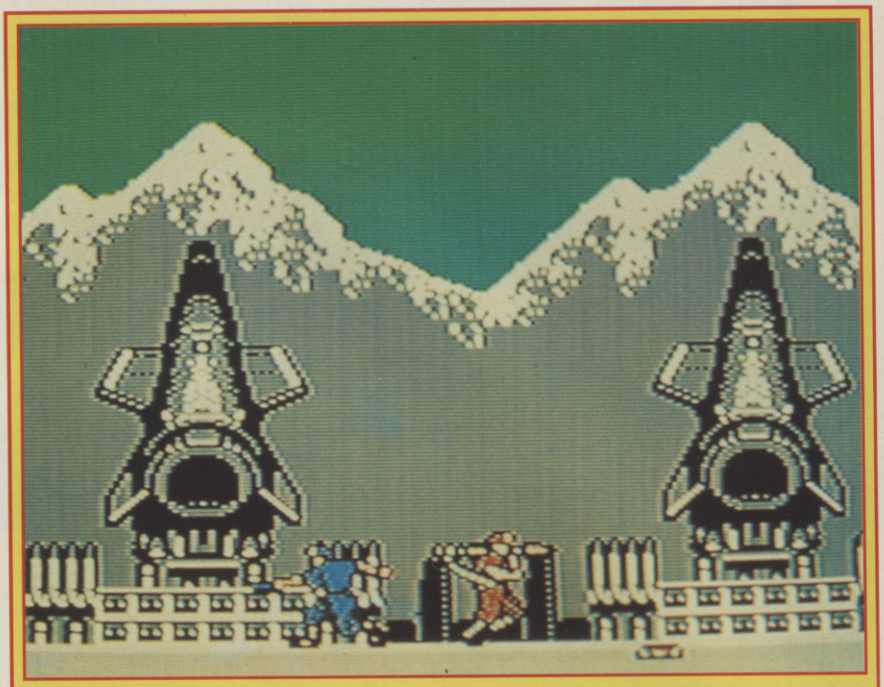
GRYZOR

Playing doubles is the best way to progress! Move slowly, trying to shoot everything, especially the silver turrets; go one at a time and wait for the other player. The 3-way spray weapon for one player and the mean laser for the other player are the best combination.

RUSH 'N' ATTACK

In stages four and five, if you blow up a certain land mine a secret staircase will appear.

At the end of level two stay on the left hand side and the rocket men can't get you, but watch out for the knife men.



SUPER MARIO BROS

When you enter a secret room keep the A button pressed. As you come out, jump immediately and press the B button while you're in the air. When you start to walk you will do so on just one foot (funny eh?)

At the end of level 3-1 on the staircase, you can jump on the Koopa Troopa's head two blocks from the bottom and continue jumping on it to get more than 100 lives (but be careful not to get too many or your game will end). When you have got ten lives you get a 10,000 point bonus and a little crown appears.

If you get a 1, 3 or a 6 on the last digit of the timer when you have reached the flagpole you will see either 1, 3 or 6 fireworks go off - these give you 500 points each.

Try all of the drainpipes, as some may have bonus screens down them. There are lots of bonuses hidden in the ordinary bricks, so hit them and see if anything is there; even if there isn't, you still get 50 points.

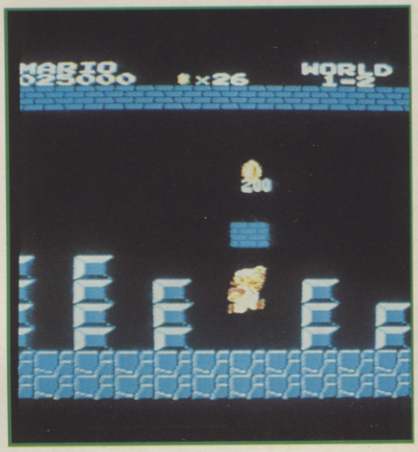
To continue at the beginning of the world you died on, press Start and button A at the same time.

SUPER MARIO BROS II

There are warp zones on worlds 1-3 and 5-3. Both are found by throwing potions next to pots, going through the door and going down the pot. On world 1-3 you will find a potion next to a waterfall: get it, run past the ninjas and to the door at the end. You will find the pot, so throw the potion, go through the door it makes, and go down the pot. You will find yourself on world 4-1.

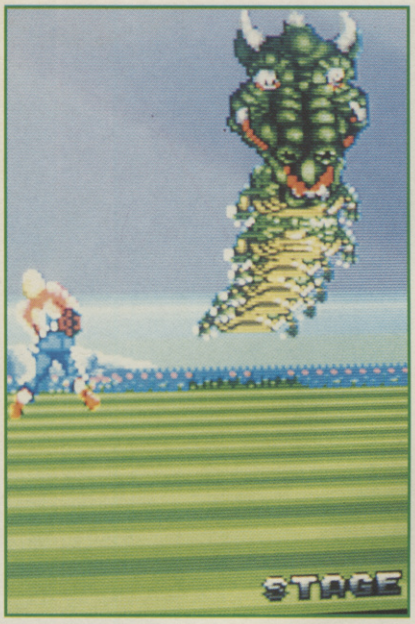
Choose Luigi for world 5-3, go up the ladder and go outside - you will see a pot and some grass on a platform. Go to the side so you can do a power squat, jump up and you'll find a potion under one of the pieces of grass. Throw it, go through the door and go down the pot - it takes you to world 7-1.

When you come to fight Wart, who which shoots bubbles out of his mouth; avoid them and, just before he opens his mouth, lob a vegetable in it. Do this about 6 or 7 times and he's dead.



WRECKING CREW

If you get the golden hammer, jump in the air by pushing the A and B button rapidly and push your man in the direction you want him to go.

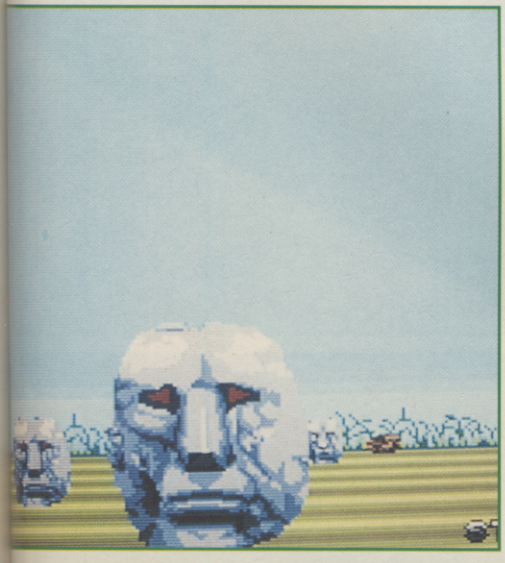


SPACE HARRIER

Why start from scratch every time you die when you can continue from where you left off? Simply make sure you are one of the top seven players, with a score of 4,000,000 or more, and enter CNT as your name on the highscore table, et voila! The secret continue option is revealed! Not only that, but you are also given access to a menu which lets you fiddle around with the game's stats!

SPACE HARRIER

If you want to access the music mode, again get a highscore and enter your name as MD. Check out the options on the title screen and you'll be able to select the music mode.



VIGILANTE

To rack up a huge score and be the envy of all your friends, kill the big boss at the end of each level then, instead of walking off the screen to the next section, retrace your steps back into the level until the strangler men attack you. These are the easiest enemies to kill so just hang around, beating them up.

VIGILANTE

Crouch down when the timer falls below ten seconds and use the low kick to deal with the attackers. When the timer reaches zero you will not die and can continue kicking baddies and boosting your score. You will die when you stand up, but it's a simple enough task to collect loads of extra lives while attacking in the crouch position.

VIGILANTE

If you stand between the acrobat brothers at the end of stage two, one of them will somersault onto the other's shoulders. When the one on the floor walks away, the other will be left hanging in mid-air!

VIGILANTE

When the level three bikers ride onto the screen, stand with your back to them and jump-kick a split second before they crash into you. That way you will nudge them from their bikes with your bottom!

VIGILANTE

When Rusher Bob is about to leap from the building at the start of level four, scroll him off the screen then come back and watch old Bob do his amazing levitation trick!

VIGILANTE

If you're a bit sick of seeing Madonna at the end of the game (after all, she's on the Chart Show almost every week!), kick the lever which lowers her and crouch down - she will disappear! Alternatively, jump up and hold down buttons I and II to see her lowered right off the bottom of the screen.

TALES OF THE MONSTER PATH

Cheat, sir? Certainly. Press buttons I, II, SELECT and RUN simultaneously to reveal the STAFF INFORMATION BOARD. You can now enter any of the following passwords to activate various effects, including a brilliant four-screens-at-one option (SPEED-UP):

NAMCO

NEC

YAMASHITA

KAWDA

68000

HAL KAZUHIKO

PC-ENGINE

6502

AKIRA

SPEED-UP

NAMCOT

756-2311

6809

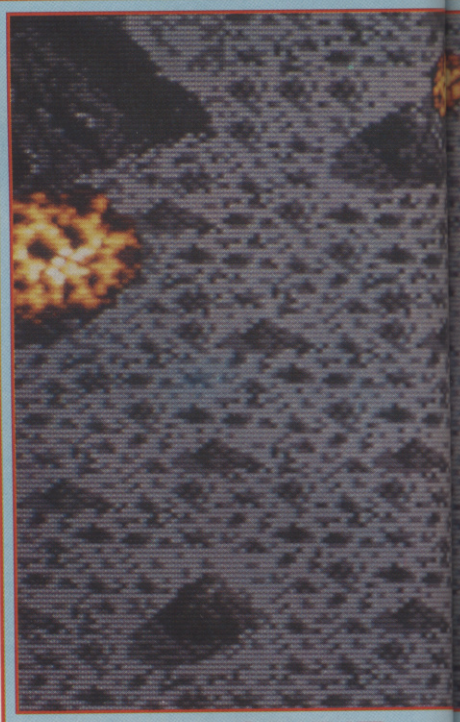
KOMAI

S.62.08.22

Don't forget to press SELECT and RUN to activate the cheat once the password has been input.

P-47

If you're having a spot of bother with the Shyupesen Plane, make sure that you are just about level with the top of the enemy's tail and cockpit roof. You can shoot him, but he can't hit you!

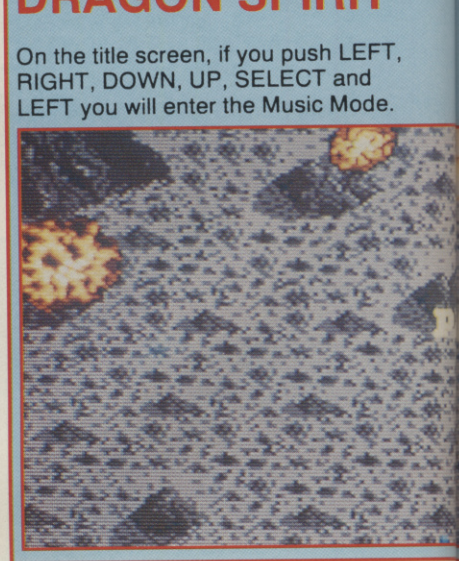


DRAGON SPIRIT

The original arcade machine is played on a vertical monitor, which you too can emulate on the Engine by resetting the game on the title screen 57 times using SELECT and RUN.

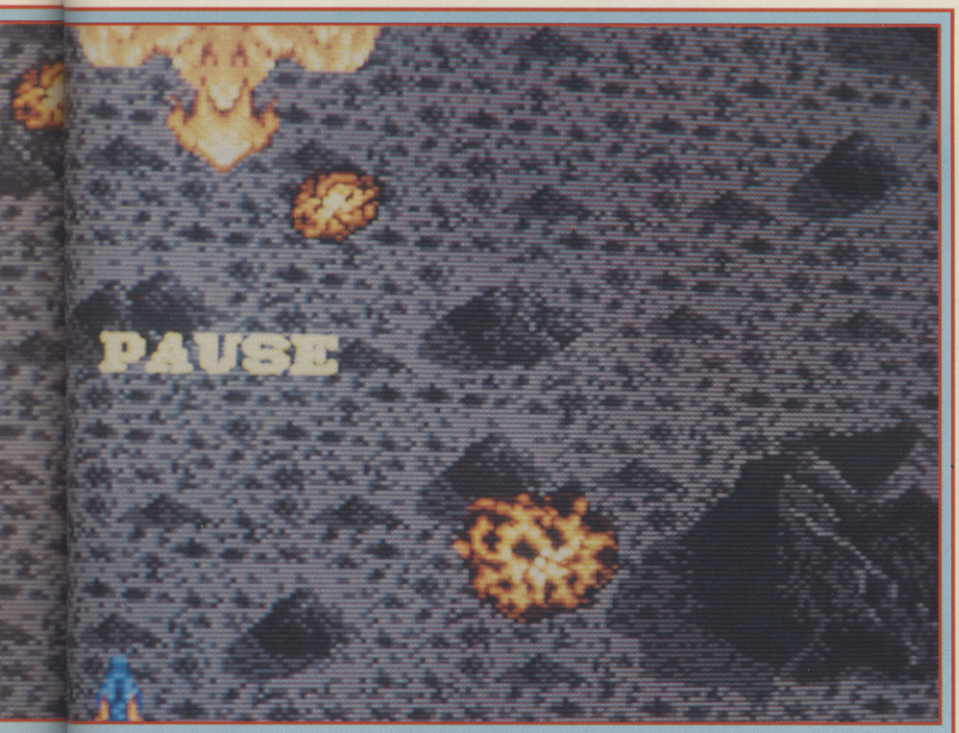
DRAGON SPIRIT

On the title screen, if you push LEFT, RIGHT, DOWN, UP, SELECT and LEFT you will enter the Music Mode.



P-47

Press buttons I and SELECT on the title screen, then lose all of your lives and hold down SELECT, I and RUN. You are now given the opportunity to continue play eight times.

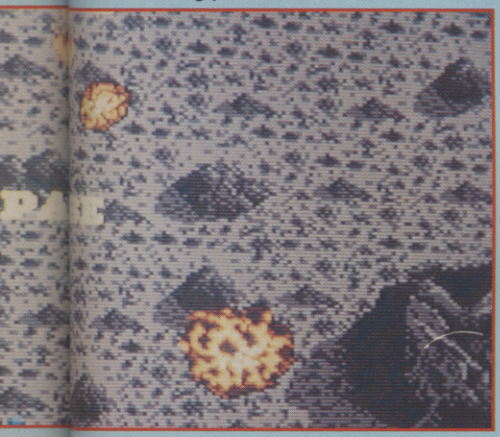


DRAGON SPIRIT

Do not turn off the machine after the end sequence. Wait a while and a fab piccy will materialise before your very eyes!

DRAGON SPIRIT

There is a special item hidden throughout the game which widens your Power Wing. It can be found at the following positions:



STAGE FIVE

Shoot the highest peak of rock on the left as it opens up.

STAGE SIX

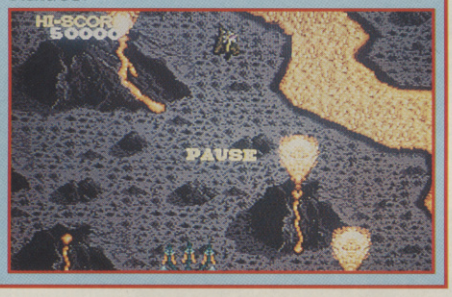
Shoot the top-left icicle as you approach the white icicle mountain.

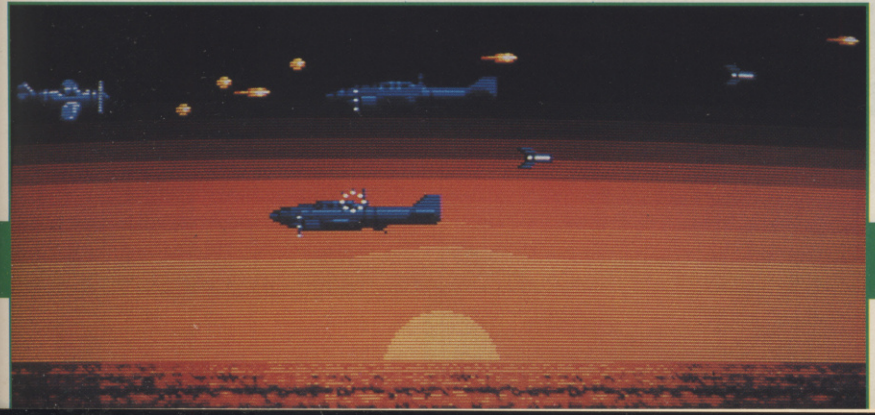
STAGE SEVEN

The item is concealed in a large stone pillar behind a wall.

STAGE EIGHT

Shoot the horizontal section of the L-shaped wall, just before the two statues.





P-47

It's possible to jump through the levels from the title screen, using a series of button presses.

STAGE TWO

II button 5 times, I button 6 times, SELECT button 2 times, I button once, RUN to start.

STAGE THREE

II button 5 times, I button 6 times, SELECT button 2 times, I, II and RUN to start.

STAGE FOUR

II button 5 times, I button 6 times, SELECT button 2 times, II button once, RUN to start.

STAGE FIVE

II button 5 times, I button 6 times, SELECT button once, SELECT and RUN to start.

STAGE SIX

II button 5 times, I button 6 times, SELECT button once, SELECT and I followed by RUN to start.

STAGE SEVEN

II button 5 times, I button 6 times, SELECT button once, SELECT and II followed by RUN to start.

STAGE EIGHT

II button 5 times, I button 6 times, SELECT button once, SELECT, I and II followed by RUN to start.

FANTASY ZONE

In the middle of the game, press PAUSE followed by I once, II twice, UP three times, DOWN four times, RIGHT five times, and LEFT six times to turn off enemy collision detection within the game.

SON SON II

Hold down buttons I and II and push UP on the title screen then press START to play in monochrome.

SON SON II

On the title screen, hold down UP, button I and SELECT followed by RUN to receive a magic lamp at the beginning of the game, which gives you a continue option when all is lost.

SON SON II

Hold down UP, button II and SELECT together with RUN on the title screen to receive a power-up item, useful when you're running low on energy.

R-TYPE

Hold down SELECT and rapidly tap button I on the title screen (before the demo mode cuts in) to gain more credits.

R-TYPE

Fly into the centre of the ring of guns in level one and, instead of shooting them, dodge their bullets. The wheel will explode on its second revolution and you will be equipped with lots of weapons.

R-TYPE II

On the password entry screen, input the code DIL-1134-XX, replacing XX with one of the following two-letter combinations:

AC

EG

IK

MO

OK

to start the game with an impressive array of weapons.

R-TYPE II

To find the secret items on level six, wait at the top right hand corner of the screen firing from the forceball at the back.

SON SON II

Press UP, DOWN, RIGHT, LEFT, buttons I, II and RUN on the title screen to bring your twin brother into the game!

TWIN HELI

When the helicopter begins to land on the title screen, push RIGHT and quickly tap button II to gain a boost in credits.

TWIN HELI

As soon as the game begins, fly to the bottom left hand corner of the screen and drop a bomb to receive an extra three lives.

DRUNKEN MASTER

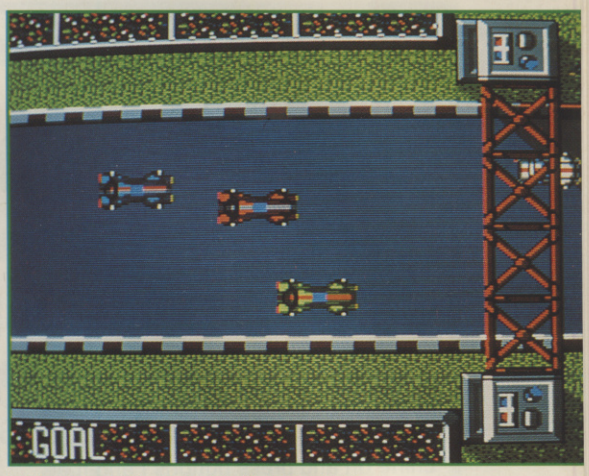
Press the SELECT button and push UP on the title screen, then push UP three times, RIGHT six times, DOWN twice and LEFT three times to enter debug mode.

DRUNKEN MASTER

When the game is over, wait until the title screen is shown and push UP, DOWN, LEFT and RIGHT followed by RUN. You will continue play from where your game ended.

DRUNKEN MASTER

Once dead, wait for the title screen to return then hold down buttons I, II and UP then press run for a bit of a surprise.



MOTO ROADER

Input either MUSIC or ART88 on the name entry screen. When play commences, press the PAUSE button then SELECT and button I to enter music mode.

MOTO ROADER

To select hidden courses, input one of the following on the title screen:

Button I and UP

Button II and UP

Button I and DOWN

Button II and DOWN

Button I and SELECT

Button I and button II

CHAN AND CHAN

Halfway through the last level of World 1, when the birds are flying overhead, there is a little bridge made of kickable bricks. Walk over it, turn and kick as many bricks as you can. Fall down the hole you have made and you'll bounce back up and off the top of the screen into a secret warp zone enabling you to warp to worlds 2, 3 and 4.

CHAN AND CHAN

When the game over message appears hold down buttons II and I and press the run button, and you should continue at the beginning of the field which you were on, with 3 men, no score, but with your coin collection intact.

GALAGA 88

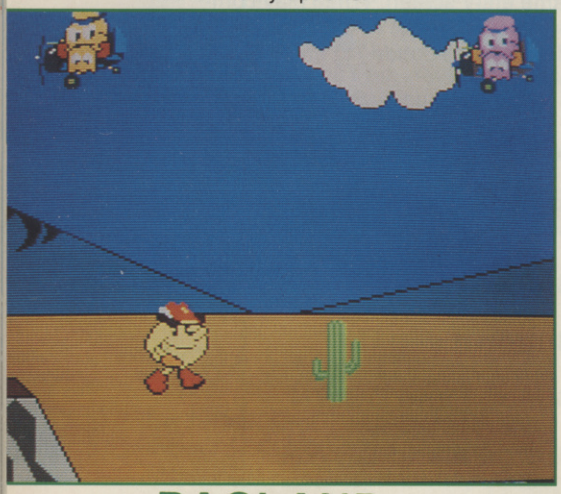
On the title screen, push pad up and press run button to get a harder game.

GUNHED

Switch the game on and keep pressing left and right quickly and you'll enter the amazing music mode (it takes practice).

GUNHED

To play a harder level, switch the machine on and press buttons I and II alternately 20 times. When the two difficulty level options appear, repeat, but do it 40 times and you'll have another two difficulty options.



PACLAND

Press buttons I and II and RUN together, and you'll get a PacMan message. Do it again and you'll enter the music/level select mode.

MEGADRIVE

ALTERED BEAST

The spirit wolf always comes after the two brown wolves. If an ex-frog tries to suck your head off, run left or right then attack it. The quicker you transform, the quicker the end guardian arrives.

LEVEL ONE

This guardian is a demon surrounded by corpses, and he throws heads at you. Destroy him by firing with the A button, and when he throws heads, stop firing and dodge them by running left and right. Then start firing again - he takes about fifty shots.

LEVEL TWO

A plant-like creature which fires "Octeyes" at you. Fly straight at him so you are just touching the main eye, and before the pod opens to release the rest of them, use button B (the electric field). Keep pressing as fast as you can, because he's quickly destroyed.

LEVEL THREE

This is called a Mouldy Snail - a dragon in a snail's shell. Use button B and keep spinning into it.

LEVEL FOUR

The fatty crocodile. This is the hardest to destroy, as it fires small dragons and fireballs at you. As soon as it appears use button B to skim it at the top of the screen. Keep ducking and occasionally use button A when you have to avoid fireballs .

LEVEL FIVE

A large Hell Boar: it runs straight at you when the cloud has gone. Just keep using A and pulling down - it takes about 20 shots.

ALEX KIDD IN MIRACLE WORLD

When you get to the bods who play scissors, stone, paper with you, use the following moves to win:

1st: Stone, Scissors

2nd: Scissors, Scissors,

3rd: Stone, Scissors

4th: Paper, Paper

5th: Stone, Stone

6th: Stone, Scissors

Once you have completed all the games and puzzles, you find yourself in a brown castle; when you reach the correct room you face Janken the Great. To beat him choose paper, then paper again. At this point he gets angry and shoots bouncing bullets.

When you get to the final screen in Lake Deep you must walk in the following order:

Sun

Squiggly lines

Moon

Star

Sun

Moon

Squiggly lines

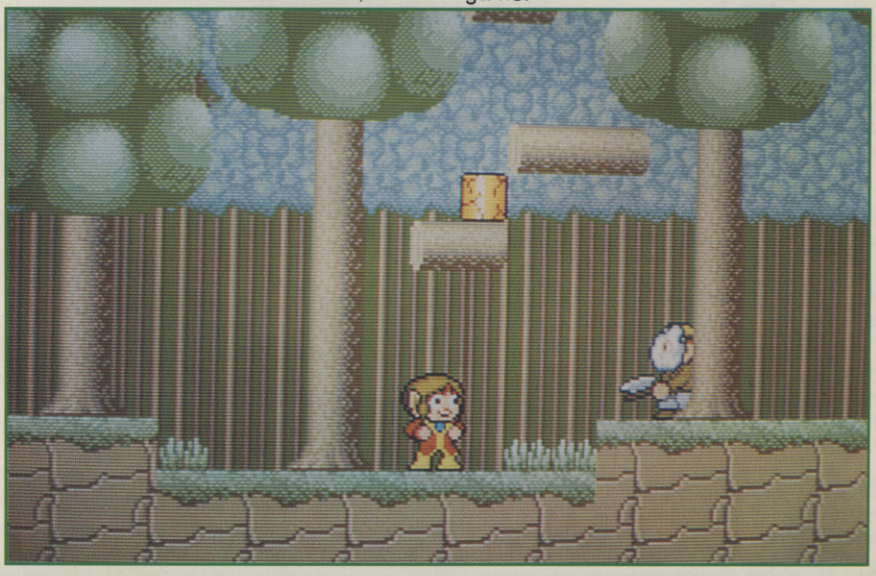
Fish

Star

Fish

Crown

You will now have completed the game.



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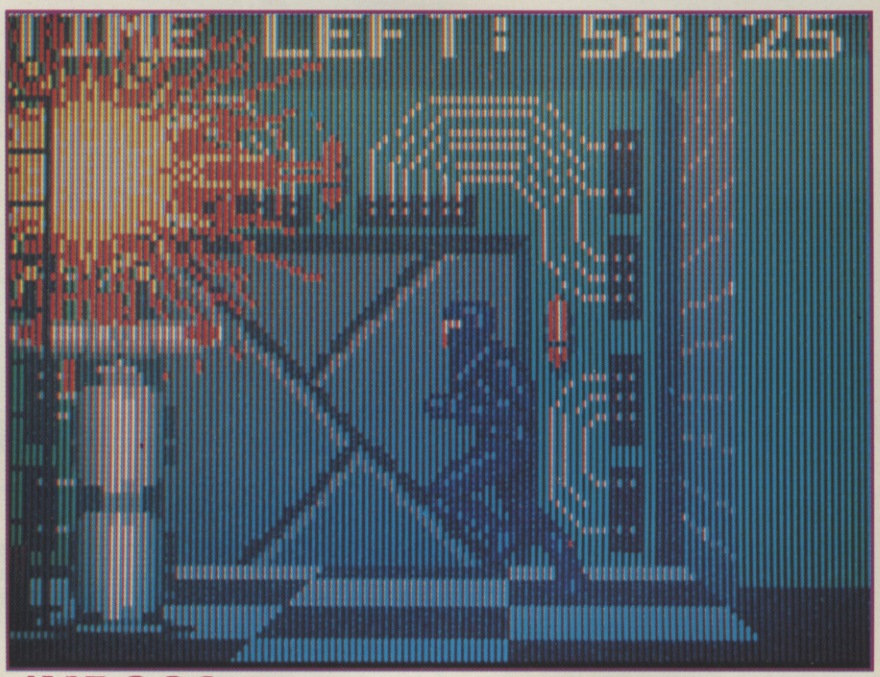
PREVIEWS

CYBER CORE
PC ENGINE

Not a lot known about this one, apart from it's a pretty amazing-looking shoot 'em up. Guide your Fly-craft across vertically scrolling landscapes, blast the baddies and pick up the power-ups to conquer the mean end-of-level guardians. Sounds like a recipie for a decent shoot 'em up to us.

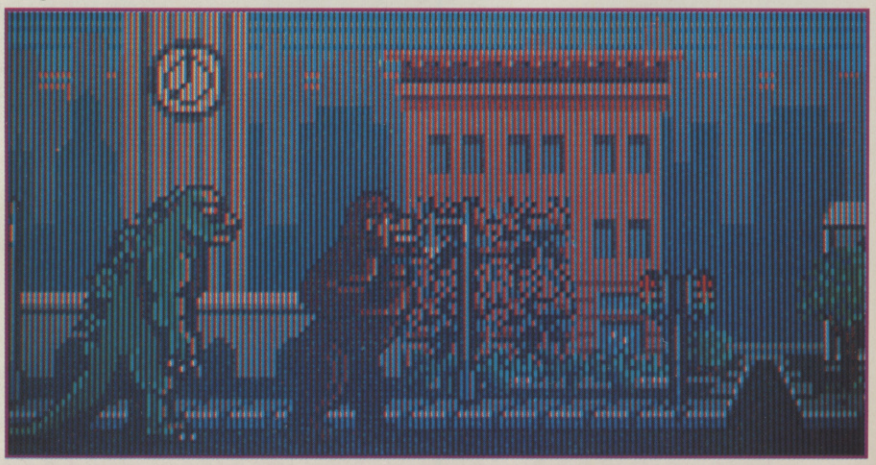
MONSTER DE-MOLITION
LYNX

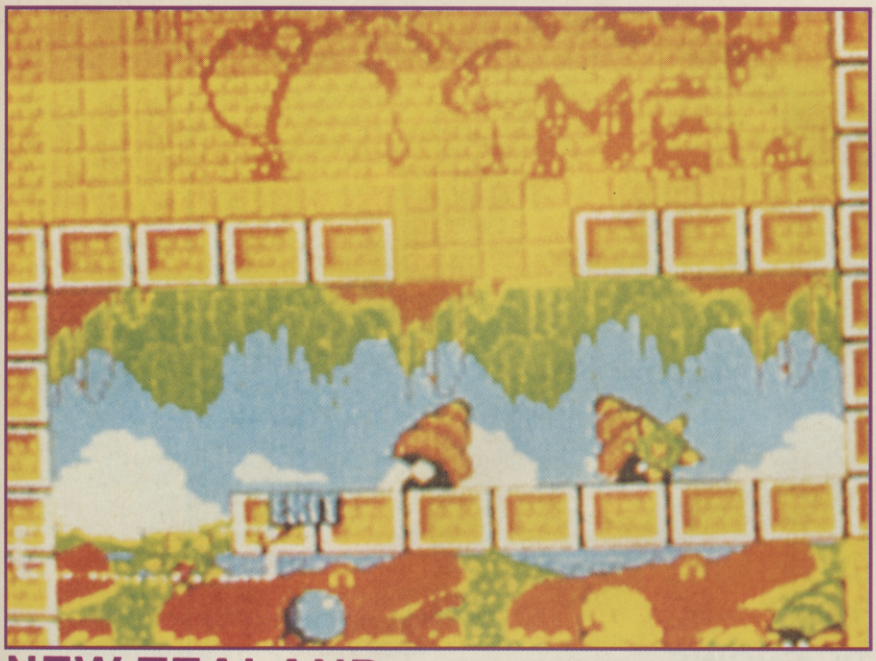
In similar style to Rampage, the player, or players if you have a multi-link, can take control of sky-scraper-sized monsters and run amok on a mission of mayhem. Crush, crumble and chomp your way through the city, stomping on feeble citizens and making mince-meat of the National Guard. Sounds like a winner to us - and just look at those graphics!



IMPOSSIBLE MISSION
LYNX

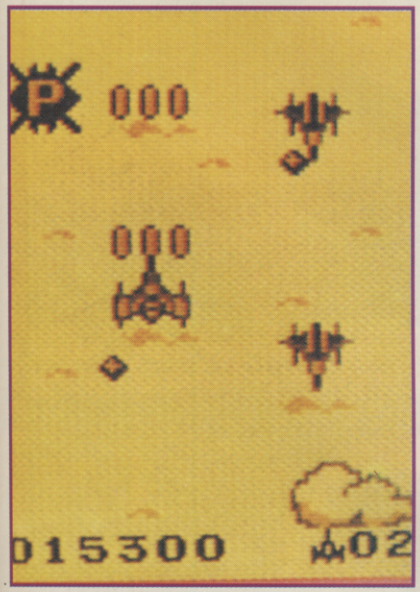
Impossible Mission is one of the all-time greatest computer games, and this Lynx version looks every bit as good as the original. The player takes control of a secret agent, who must infiltrate the stronghold of evil Professor Elvin Atombender, find the code to crack his secret room and thus disable the nuclear missiles that are about to blow up the world. Featuring astounding graphics, Impossible Mission looks like it'll be a massive hit on the Lynx when it's launched with the machine.





NEW ZEALAND STORY
MEGADRIVE

Tiki the Kiwi has to save his avian chums from the stomach platform shoot 'em up. The conversion promises to be faithful to the cute Taito coin-op in every respect, so prepare to have your gamebuds well and truly tickled!
of a nasty old walrus in this terrific

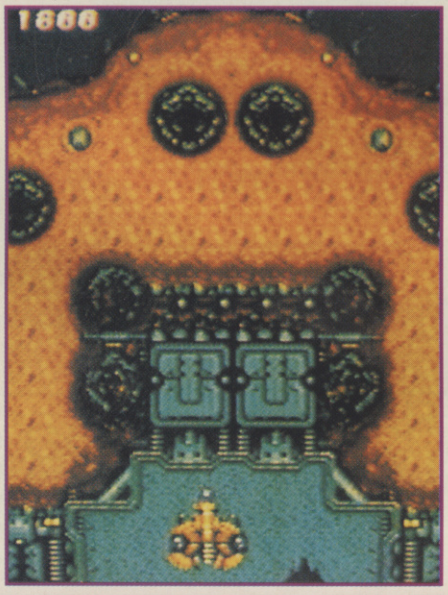


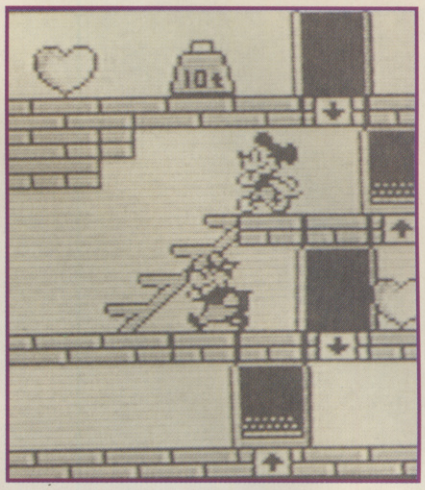
WARRIOR
GAME BOY

The first shoot 'em up on the Game Boy is a vertically scrolling affair, featuring all the goodies you'd usually expect to find on a machine ten times its size - loads of aliens, power-ups and big, mean end-of-level guardians. Great stuff. Now you can blast on the train, at the bus stop, in bed...

TATSUJIN
PC ENGINE

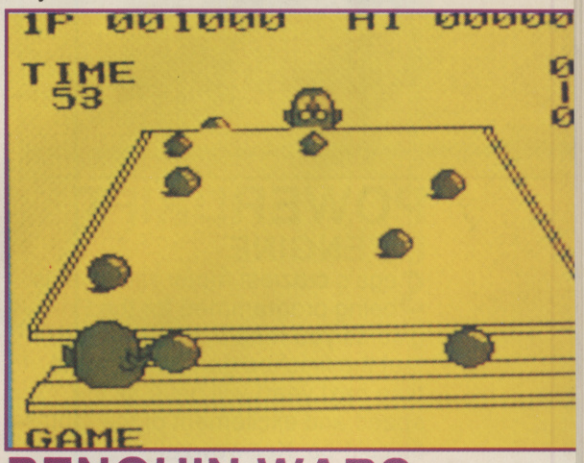
How's this for a tasty-lookin' shoot 'em up. Guide your armed craft across the vertically scrolling landscape and kick the nuts off an invading enemy force by collecting lots of power and inflicting as much damage as possible. If you're a shoot 'em up fan, look out for this one.





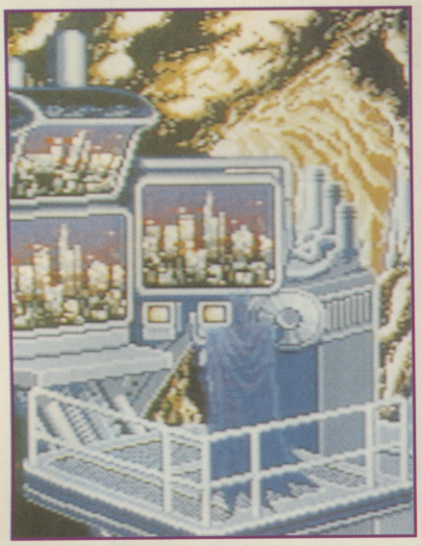
MICKEY MOUSECAPADE
GAME BOY

Featuring Walt Disney's most famous cartoon character, Mickey Mousecapade is a platform game in which you have to collect hearts from a series of horizontally scrolling screens made up of ladders and ramps. There are plenty of baddies walking about - but Mickey can clobber them with his boxing glove, or drop weights on them. The game is very addictive, and sports some of the most detailed graphics we've seen on a Game Boy title.



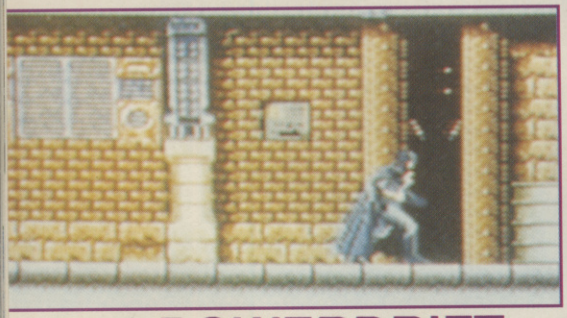
PENGUIN WARS
GAME BOY

The Game Boy has some incredibly addictive games available for it - they mightn't look up to much, but they all play superbly. Penguin Wars looks to continue those high standards with an odd-looking, but very addictive marbles-type game. Check it out.



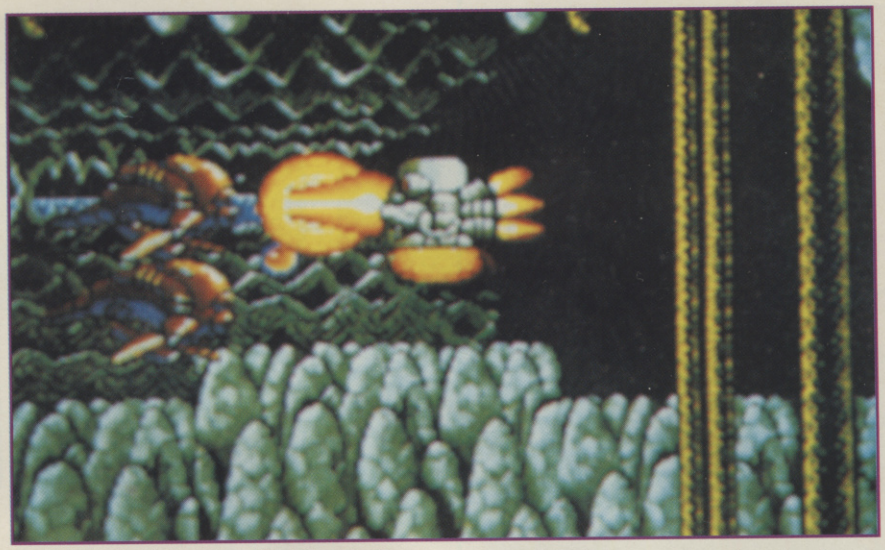
BATMAN
PC ENGINE

This game of the movie has the Caped Crusader swinging, leaping, driving and flying around the streets of Gotham City in his tireless search for the Joker and his henchmen. The graphics look superb, but how will it play? C+VG will be reviewing the game early next year.



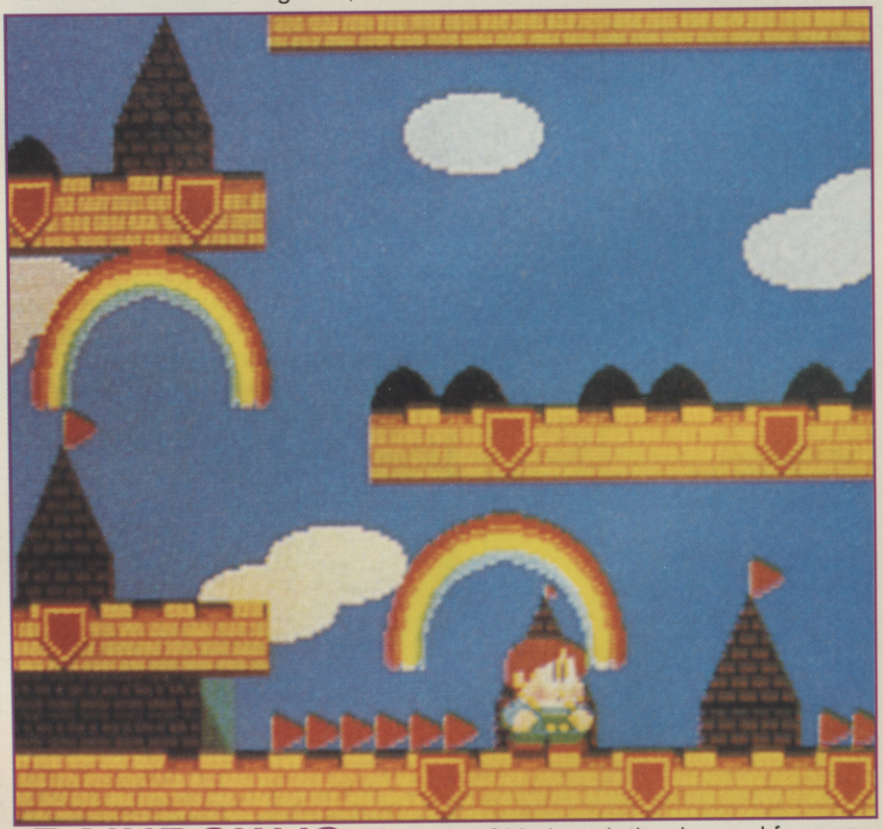
POWERDRIFT
PC ENGINE

Sega's craziest motor racer yet is being programmed for the Engine as you read this. It's hoped that the finished game (out some time next year) will have all the speed and excitement of the fantastic coin-op. Ker-wowza!



ATOMIC ROBO KID
PC ENGINE

Another cult blast hits the PC Engine, and this one promises to be one of the best! Megafast, megablasty gameplay, loads of weapons and plenty of loud noises to keep the neighbours awake when you're playing it until the wee small hours! The release date is uncertain, but it won't be out before next year.



RAINBOW ISLANDS
PC ENGINE

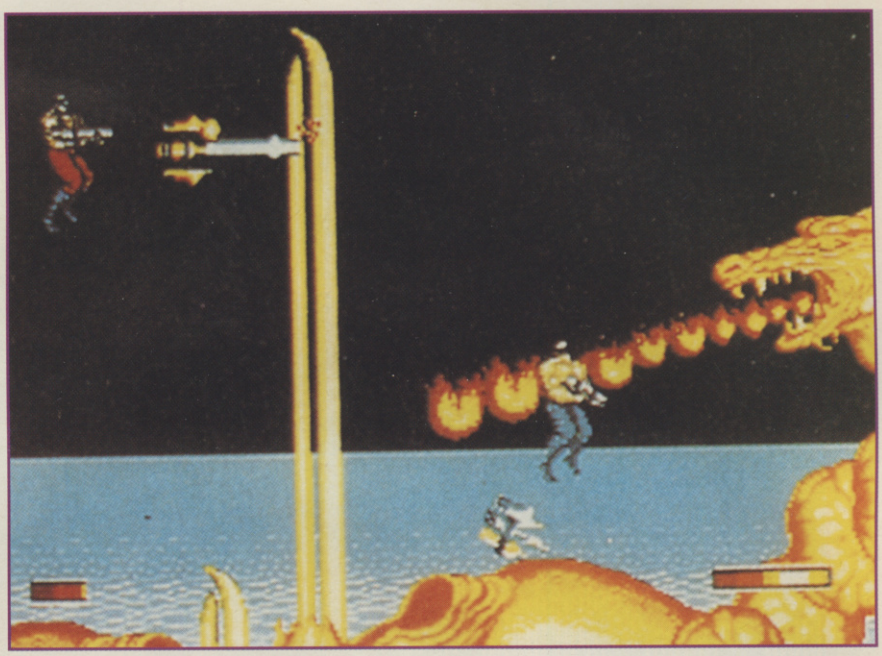
Another arcade conversion which will only be available on CD-ROM, though the demand for a cartridge version is bound to warrant the production of one by early next year. After all, this is possibly one of the best platform games in existence!

OUT RUN
PC ENGINE

A team of programmers have been working on the conversion of the classic Sega racer for many moons now, and though they haven't decided on a firm release date, we know they've worked hard to keep it as close to the original as possible - even down to the pre-game music selector! Rest assured that this is going to be one very hot potato!

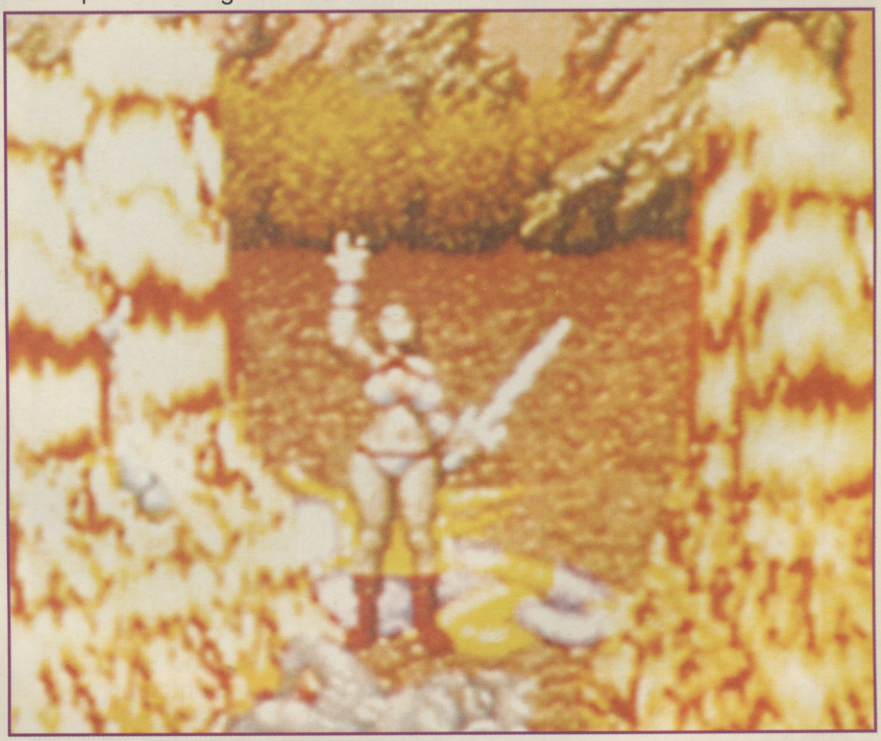
RAMBO III
MEGADRIVE

Be a bit of binary beefcake and rescue old Colonel Trautman from Afghanistan in this game. Stalk enemy camps, knifing and M-16ing hostile soldiers, then get out your explosive arrows and take out a helicopter gunship. Digitised film pics liven up an already lively Commando-type game, which will be available on import very soon.



FORGOTTEN WORLDS
MEGADRIVE

Capcom's scintillating two-player fantasy blast up takes shooting 'em up to new heights. Blast dragons, murderous junk piles and all manner of other monstrosities in the game which could convince you that life has no meaning when you've got a Megadrive and only one joypad.



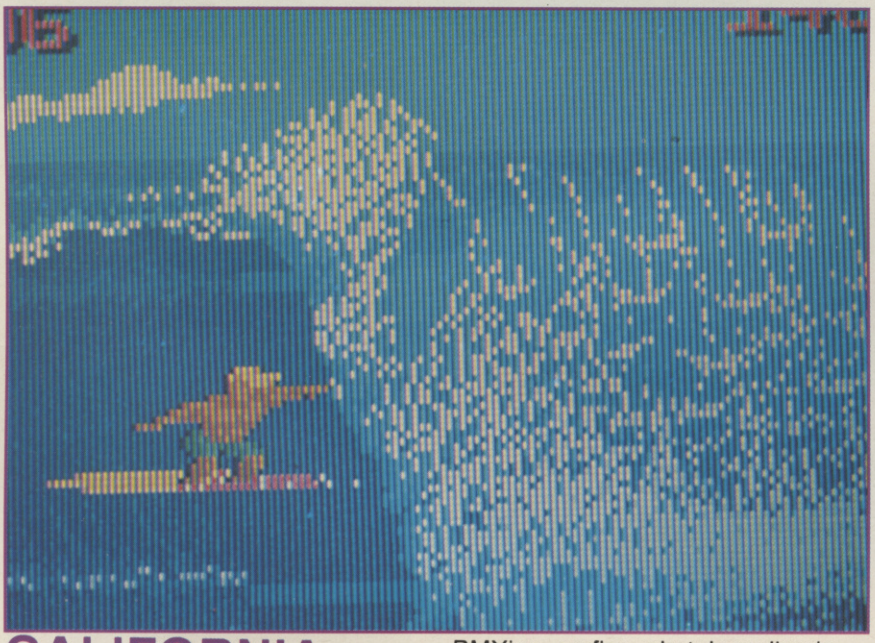
GOLDEN AXE
MEGADRIVE

A superb fantasy hack and slash game which gives you the choice of three characters to play and dozens of beasties to kill. Golden Axe's success in the arcades is bound to be repeated on the Megadrive when the conversion is released in December.

GATES OF ZENDOCON

LYNX

No machine should be without a shoot 'em up, and the Lynx is no exception. Featuring loads of marauding aliens, power-ups and giant guardians, Gates of Zendocon is a fast and noisy blast that'll please even the most demanding of shoot 'em up fans.



CALIFORNIA GAMES

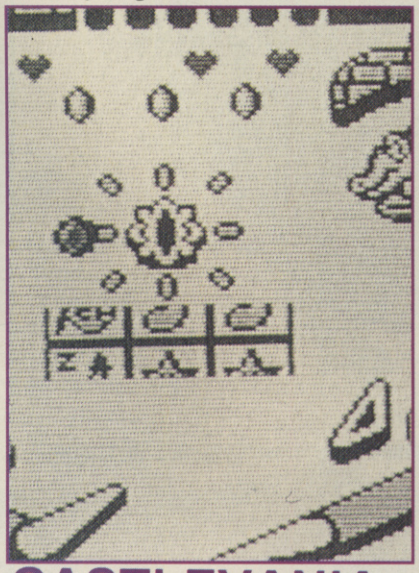
LYNX

This game comes free with the machine, and is an excellent freebie. Featuring four events, BMXing, surfing, skateboarding in a half pipe and hackey-sacking, California Games is a colourful and highly playable sports simulation with some astounding graphical touches, like a zoom camera effect at the beginning of the half-pipe event. Great stuff!

PINBALL

GAME BOY

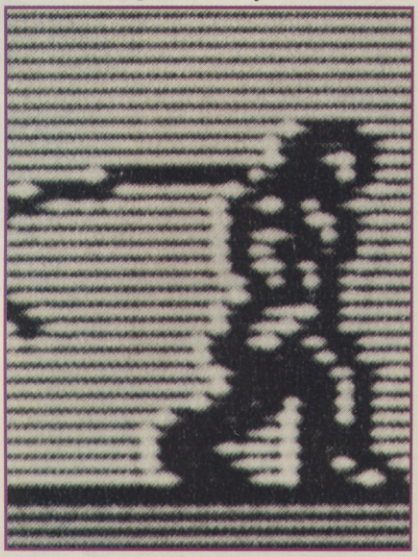
Offering plenty of new twists on the pinball theme, Pinball has one of the weirdest pin tables ever devised, featuring crocodiles that actually try and eat your ball, and hidden bonus screens. As ever, the game is highly addictive and keeps you glued to the machine.



CASTLEVANIA

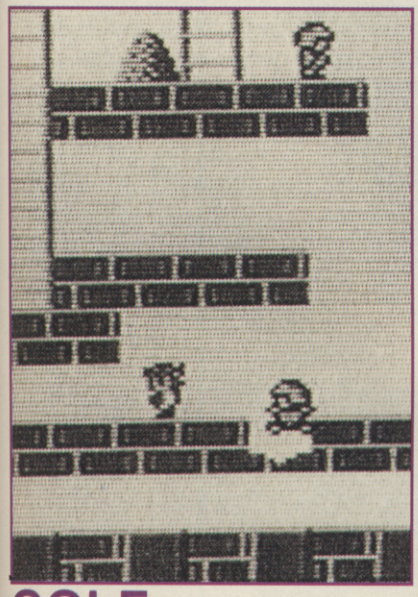
GAME BOY

A large arcade adventure in which you have to guide the whip-wielding hero across a multidirectionally scrolling landscape and battle all sorts of baddies from beyond the grave. Castlevania looks brilliant - we'll be bringing you a full review in Computer and Video Games magazine very soon.



BLUE THUNDER
LYNX

This is like having a miniature Afterburner machine in your hands! Blue Thunder puts you in control of a highly manoeuvrable high-tech plane on a mission to shoot down an entire enemy air-force. The graphics are simply stunning, with ultra-smooth 3D giving an awesome impression of speed. The action is fast and furious, making this by far the best game of its type available on any machine!

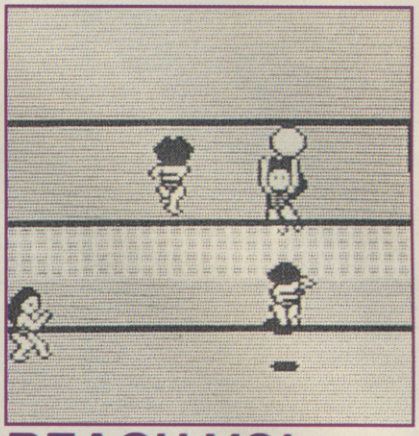


GOLF
GAME BOY

What can you say? It's Golf in miniature. Mario does the ball-hitting and you do the controlling in this 18-hole epic. If you're a golf fan, this one's for you.

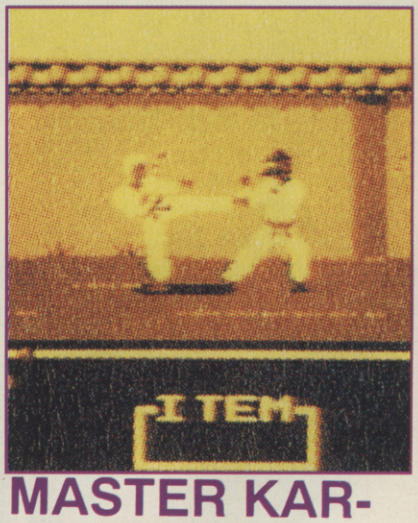
HYPER LODE RUNNER
GAME BOY

Just released in Japan, and missing our deadlines by hours was this superb Game Boy rendition of the classic Broderbund platform game, Lode Runner. The object is simple - just wander around the screen collecting gold. But there are plenty of hazards and twists to make your life difficult. This is a brilliant game, and offers Lodes (aaaagggh) of fun...



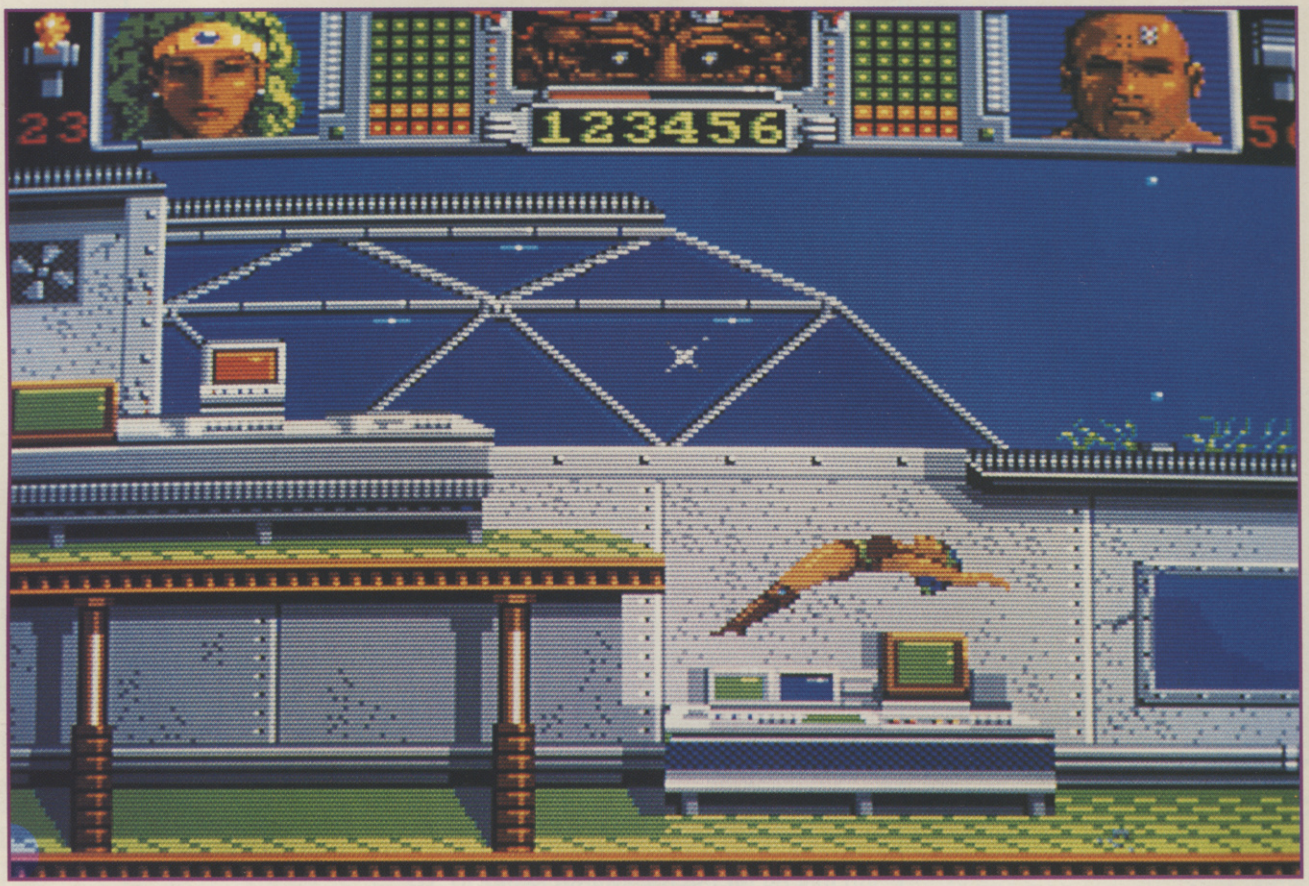
BEACH VOLLEYBALL
GAME BOY

Escape from the horrible wintry weather with this volleyball simulation. Set on a hot Californian beach, this game lets one or two players partake in a Volleyball competition. The game is brilliant on your own, but with a two-player link, it comes into a class of its own!



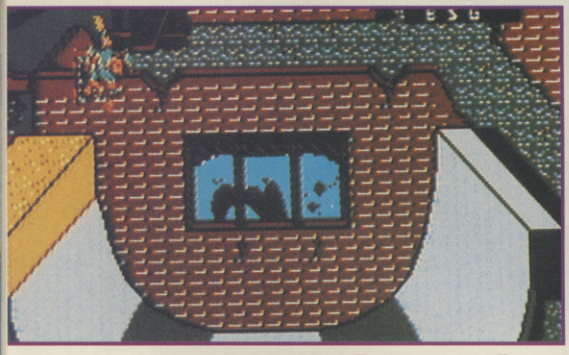
MASTER KARATEKA
GAME BOY

Originally a Broderbund computer game, Master Karateka is now being converted to the Game Boy. It features the player as a kung-fu hero who has to punch and kick his way through enemy territory to rescue a beautiful Princess, who's held captive on the last screen. There's beat 'em up action all the way, and the game has some really neat surprises. As to what they are - you'll just have to find out for yourself...



HAMMERFIST
KONIX

Being programmed at the moment by ace new software house Vivid Image, Hammerfist is a platform game extraordinaire, which lets you take control of two characters, an athletic girl and a meaty muscly matey. There are all sorts of horrible creatures to battle with, including a giant tentacled beastie, and all manner of robots and slimy creatures. The graphics look brilliant, and we're promised incredible sound effects and music. Sounds like one to look out for when the Konix is finally released.

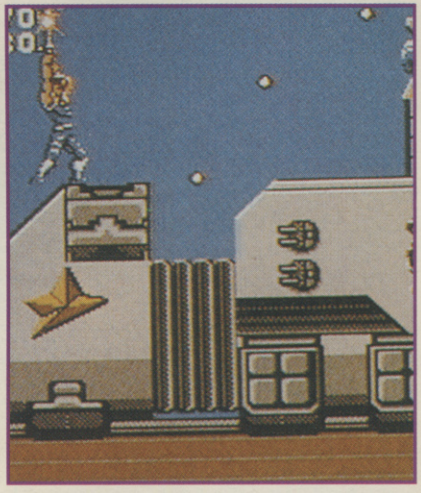


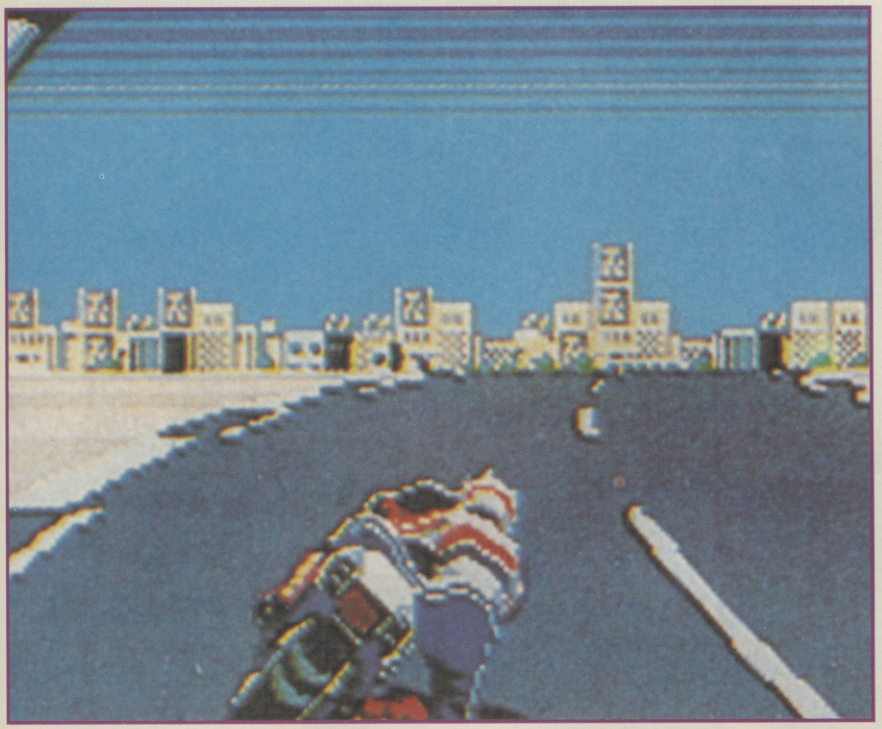
720 DEGREES
NINTENDO

Take to the streets of Skate City in this conversion of the Atari scrolling skateboarding sim which has all the features of the coin-op crammed into it. Earn money by performing crazy stunts, then buy the raddest skating gear on the block to let you perform even crazier stunts, culminating with the supertwisty 720! Zowie!

STRIDER
NINTENDO

Grab your cipher-sword and your sticky boots, and take Hiryu the Strider commando on a hunt for his captured mate, Kain. But where to start? For clues to Kain's location, he has to steal computer disks from enemy complexes, slicing up their cyber-soldier occupants as he goes. Capcom have programmed the NES version of their fabsville coin-op themselves, and as you can see from the pic, it's looking excellent.

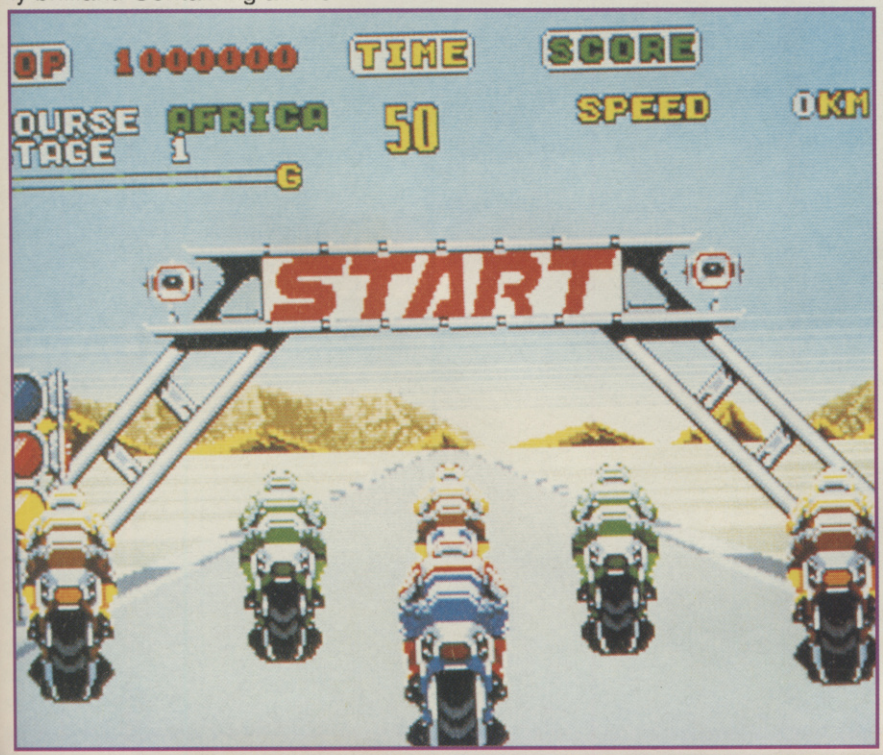




SUPER HANG-ON

MEGADRIVE

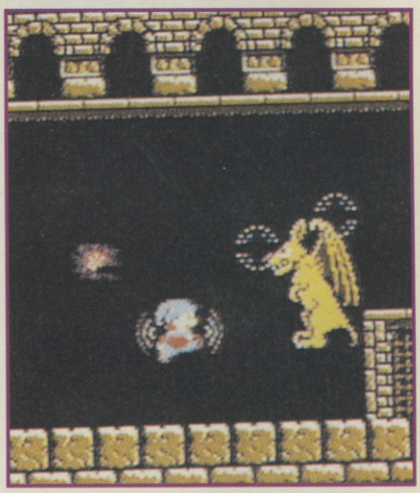
Unfortunately delayed, so it just missed the review deadlines for this book, Super Hang-On is the first racing game to appear on the Megadrive, and looks absolutely brilliant. Containing all the tracks, tunes and gameplay of the original arcade machine, Super Hang-On lets potential speed freaks burn up five different courses on a turbo-powered motorcycle. The graphics look stunning, and if it plays as good as it looks, Super Hang-On should be one of the greatest racing games yet seen.



MILON'S SECRET CASTLE

NINTENDO

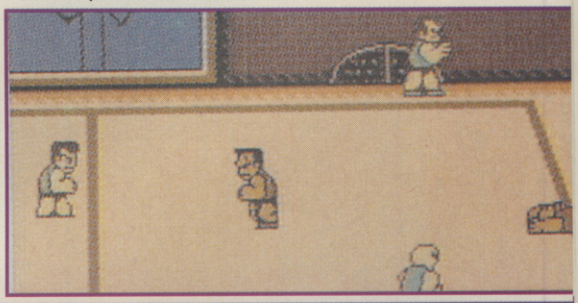
Ace PC Engineers, Hudsonsoft also produce some pretty hot NES titles, and this looks like it'll be one of the hottest. It's a scrolling platform adventure in which Milon has to rescue Queen Eliza from an evil warlord and his wacky demons. His only defence is his magic bubbles and whatever weapons he can pick up or buy on the way. Milon's been very well received in the USA, and it's bound to be knocking Mario fans dead over here too.



SUPER DODGE BALL

NINTENDO

Dodge ball is one of those obscure but fun sports, in which one team has to capture the other by tagging its members with a ball. It's an unusual game to translate to a computer screen, but the American reviewers are going ape over this CSG Imagesoft game, with it's world championship format, and it's fancy throwing and catching techniques.

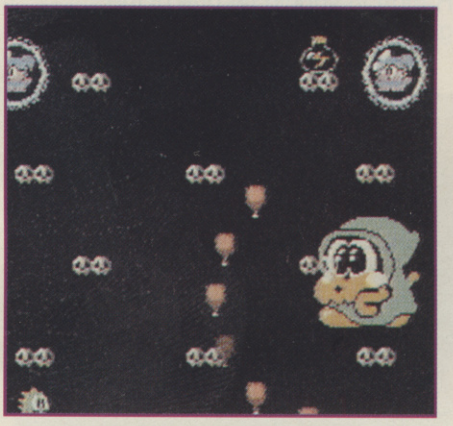


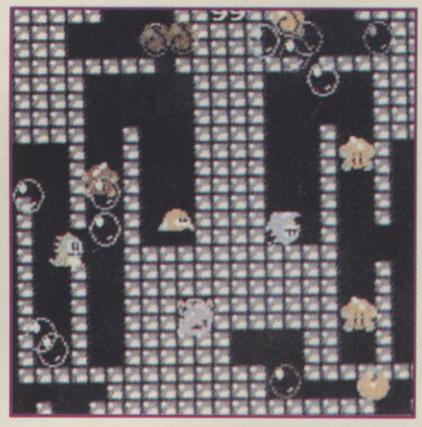
SUPER SHINOBI
MEGADRIVE

Coming early next year on the Megadrive is Super Shinobi, a souped-up version of the coin-op favourite, Shinobi. Take control of mega-ninja Shinobi and go and kick seven shades out of a load of evil kung-fu types, and do battle with evil monsters like ginormous fire-spitting dinosaurs. Super Shinobi is already looking every bit a classic game - we'll be bringing you a review in Computer and Video Games magazine as soon as we can get our hands on it.

BUBBLE BOBBLE
NINTENDO

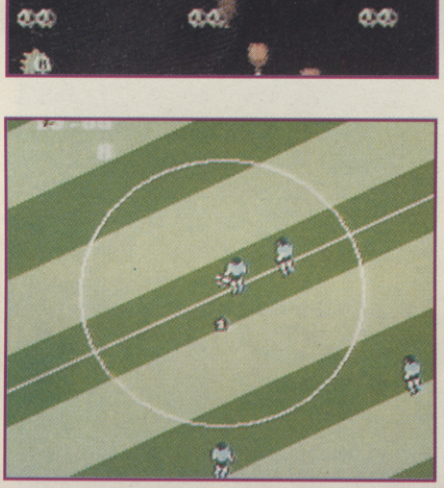
All 100 levels of the Taito arcade game are in this NES conversion, as well as the usual crowd of cute but uncuddly beasties to bubble. Taito's game of lathered laffs has been out and about on the US Nintendo circuit for a while now, and has attracted many fans - who are now waiting for Super Bubble Bobble to come out!

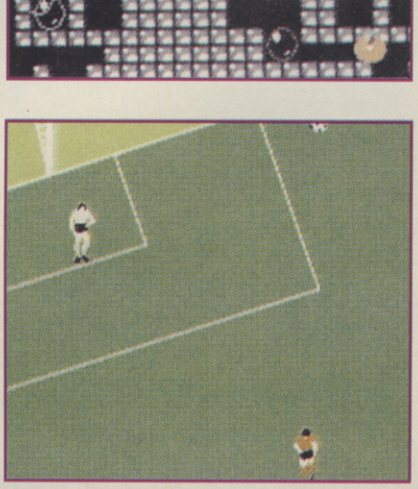


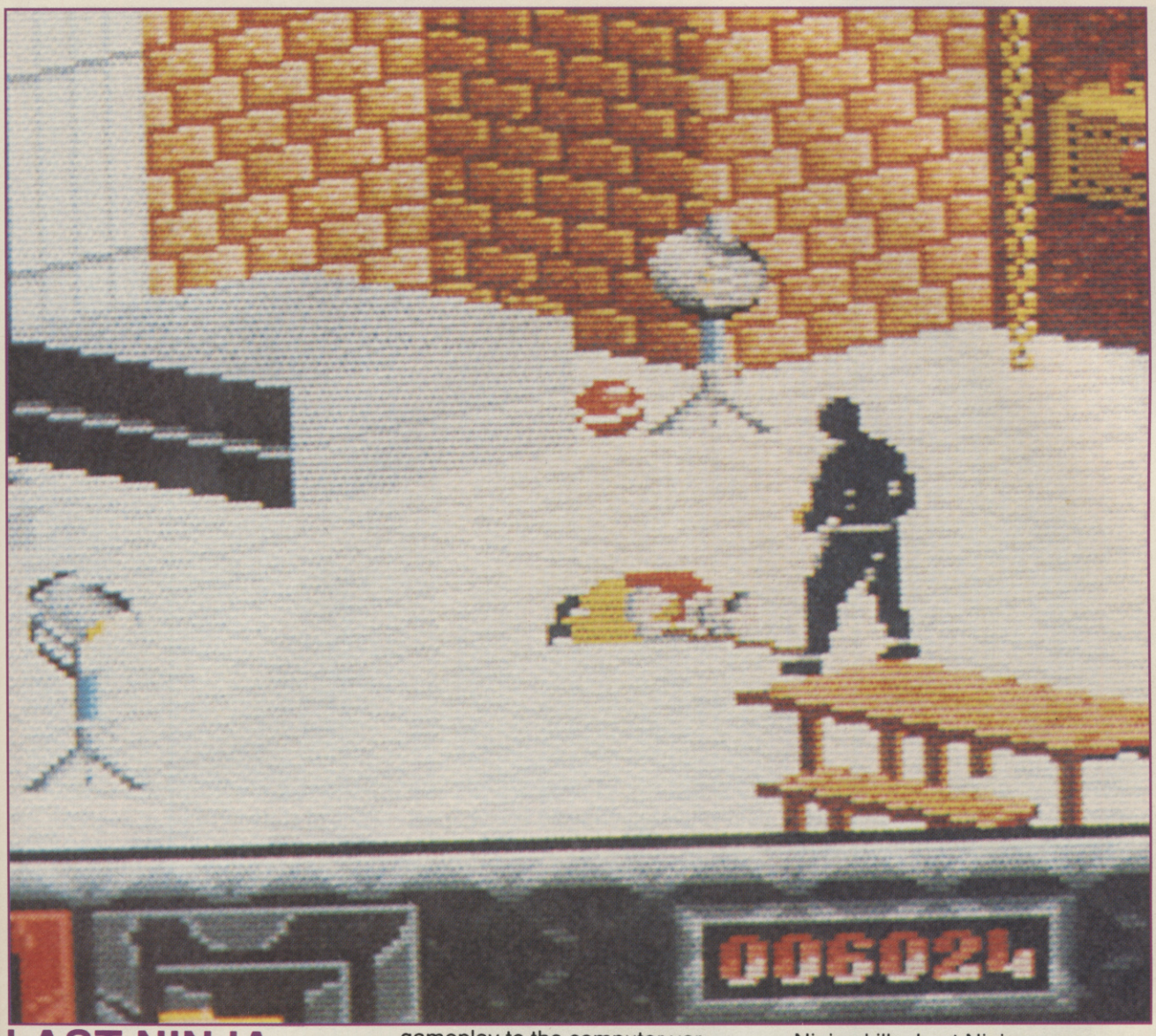


GOAL!
NINTENDO

Jaleco have tried to make this an extra-realistic soccer simulation with World Cup tournament or eight-team American competition modes. The gameplay also allows for penalties, headers and all sorts of weird ways to kick the ball and tackle the other players. Bit of a strange point of view for a footy game, though isn't it?





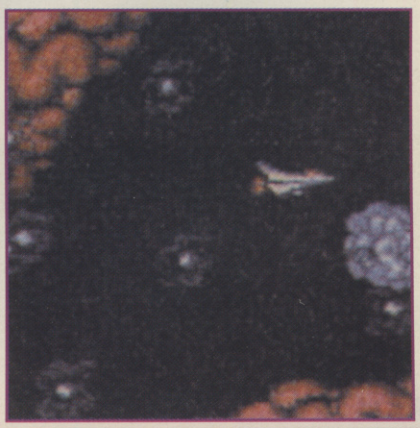


LAST NINJA
KONIX

System 3's famous Last Ninja is about to make an appearance on the Konix. Featuring similar gameplay to the computer versions, the player has to guide the eponymous Ninja through a variety of forced-perspective 3D landscapes, solving puzzles and doing over the baddies with his special Ninja skills. Last Ninja was a massive success on the home computer scene, and with its improved graphics and sound, we can't see any reason why that success won't be repeated on the Konix.

GRADIUS II
NINTENDO

After Gradius (the NES conversion of arcade Nemesis), there follows Life Force (Salamander) and, just released in the US, Gradius II, which is a translation of the megablast coin-op, Vulcan Venture. It's an amazingly faithful conversion and even has much of the coin-op's spectacular scrolling scenery, the wonderful boss sprites and the pre-game arsenal select! We can't wait!!

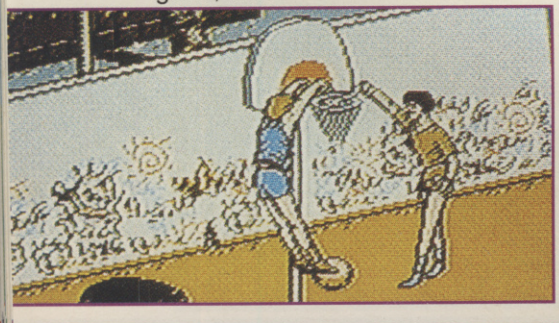


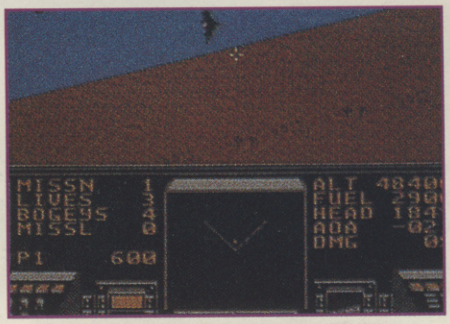
STAR RAY
KONIX

Originally an ST and Amiga game, programmers Logotron promise that this version will be the best yet. Featuring 256 colours on-screen at once and ultra-smooth parallax scrolling, Star Ray is a two-way scrolling Defender variant in which you protect your installations from attack by marauding aliens. Tons of shooting action, coupled with thumping good effects should make this a superlative Konix blaster...

HOOPS
NINTENDO

One-on-one or two-on-two basketball is the name of the game in Hoops. As well as the usual slam-dunking action the choice of players, each with their own strengths and weaknesses, lends the game a bit of a strategy element. Lots of nice graphic close-ups of fancy shots make it look good, too.



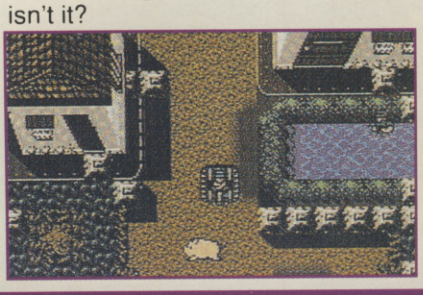


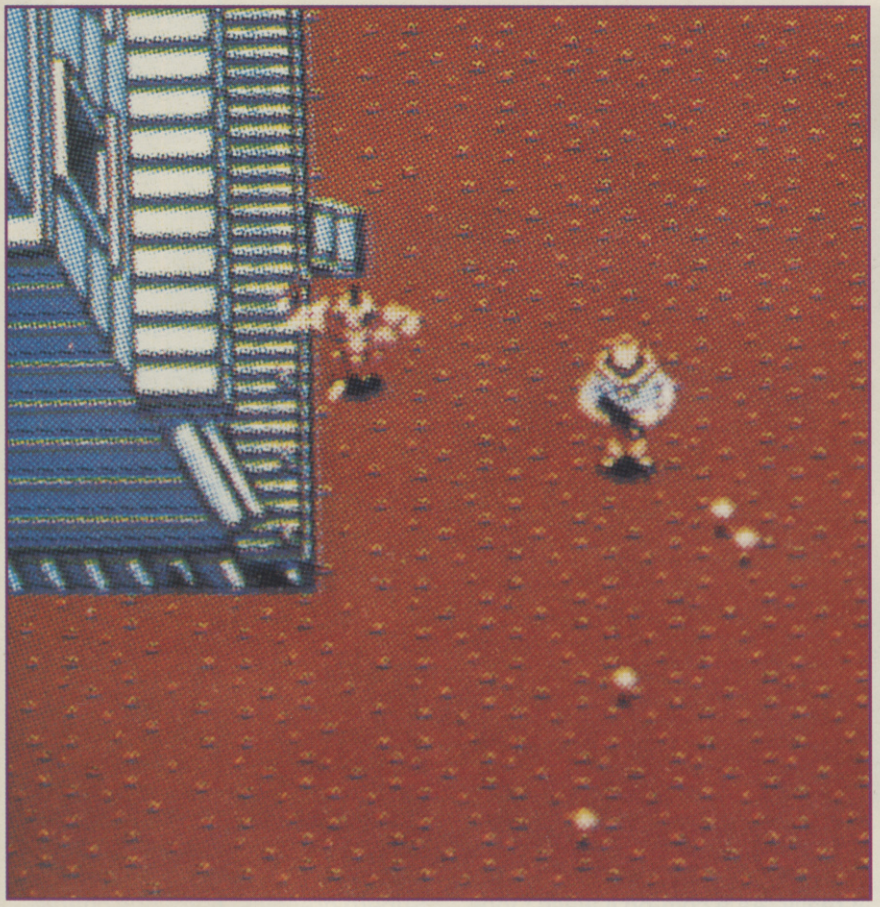
STEALTH ATF
NINTENDO

Simulating the complex systems of the top secret stealth fighter on a Nintendo was an ambitious project for Activision, but they've somehow squeezed in two-player, 3D dogfighting, eight bombing missions and most of the knobs and gauges you'd expect from a flight sim. If you liked Top Gun, watch out for this one.

GUERILLA WAR
NINTENDO

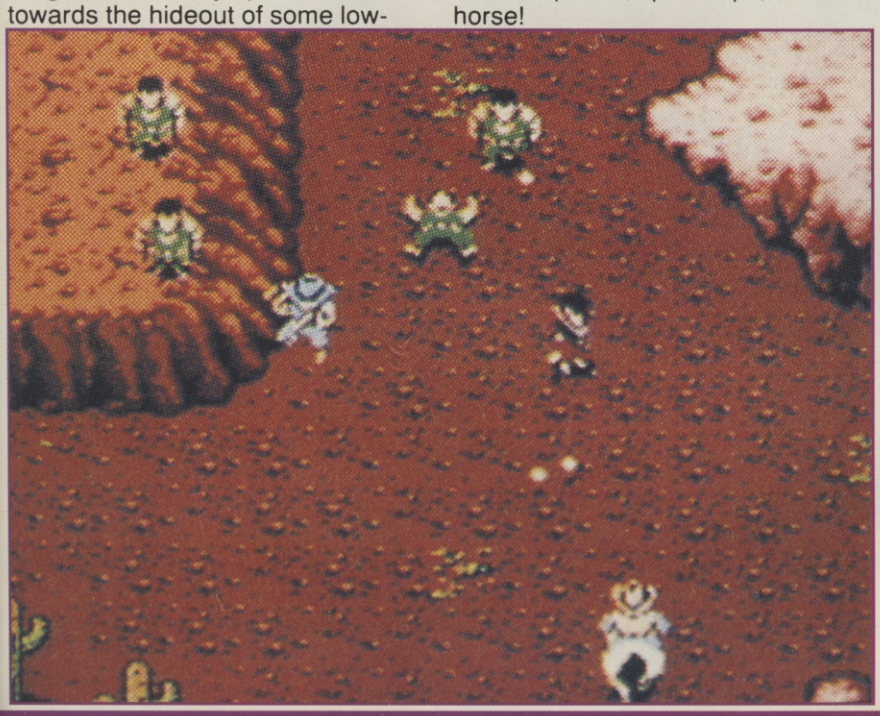
SNK have converted their own arcade machine gun, murder 'n' mayhem game to the NES, and judging by the reaction of the American press, they've made a good job of it. It's designed to appeal to anyone who's ever wanted to pick up a gun and charge through a jungle, stalk a sewer and ride through a coal mine in a rail car, lassoing hostages. That's you isn't it?

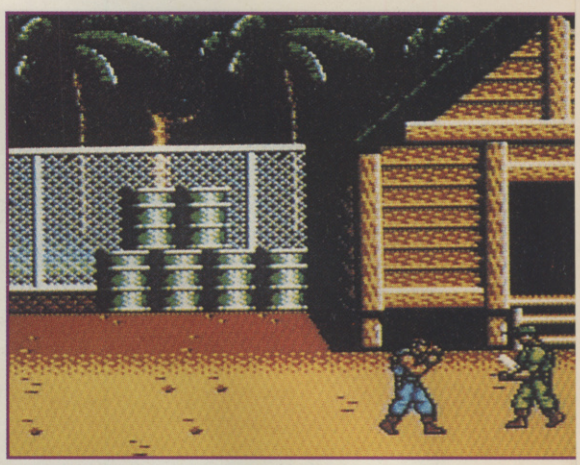




GUNSMOKE
NINTENDO

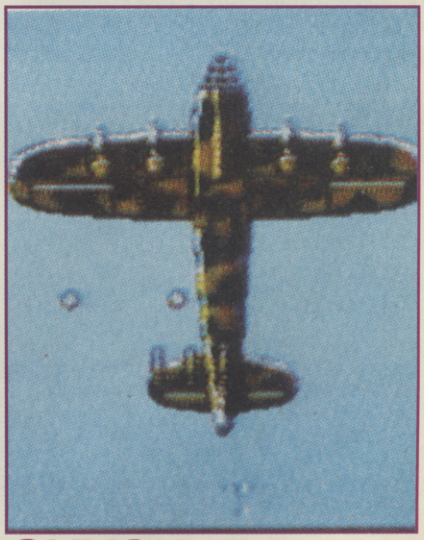
In this conversion of an old Capcom coin-op you control a gunslinger on a mosey up the screen towards the hideout of some low-down, son of a snake outlaw. Get out yer shootin' irons an' fill his hired guns full of lead as they march towards you. Take time out to plug a few barrels containing extra firepower, speed-ups, even a horse!





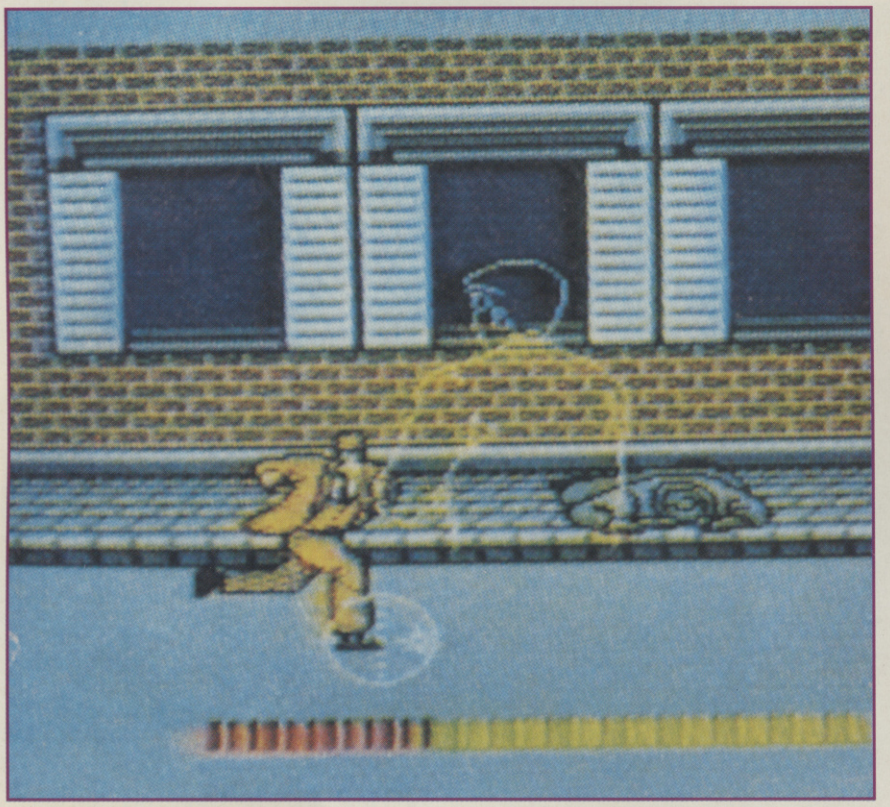
P.O.W.
NINTENDO

Another of SNK's arcade conversions, this puts you in the battered boots of a prisoner of war with a mind to escape. He has to run through the scrolling compound, beating up any guards he comes across in Double Dragon fashion. To make things easier, pop into a secret room, pick up a gun, and he can shoot them to smithereens. Computer games? Too violent? Naaaaah!



SKYSHARK
NINTENDO

Actually a translation of Taito's Flying Shark coin-op, this casts the player as the pilot of a biplane armed with rockets and cluster bombs. Take out enemy fighters, bombers, tanks, installations, ships and tanks and all in the name of Peace. Well, it looks like good fun, anyway.



DEAD ANGLE

SEGA

Clean up the city (in fact, several cities) in this conversion of a Fabtek arcade game. Gameplay consists of gunning down gangsters, Op Wolf style as you hunt for your girlfriend in the scrolling crime alleys of the USA. And that's about it really. As a coin-op it wasn't tops, but it should be quite well suited to the Mastersystem.

IRONSWORD

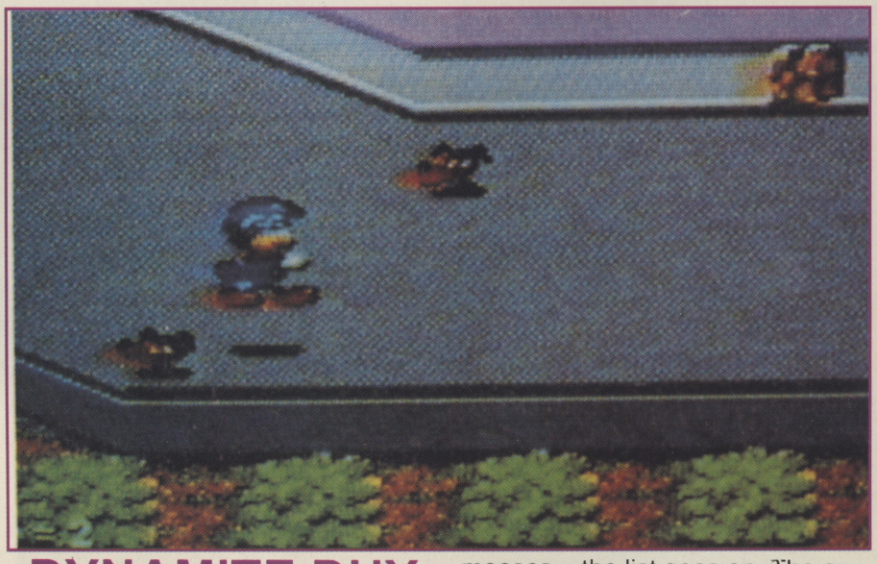
NINTENDO

The sequel to Wizards and Warriors (reviewed elsewhere in these pages) which clothes you in a suit of armour, puts a sword in your gauntlet and pits you against, not just the usual dragons and demons, but also the four elements! Superb graphics, gorgeous characters and marvellous sound are absolutely guaranteed to make this a winner!

MARBLE MADNESS

NINTENDO

This ageing arcade cult coin-op from Atari has lost little, except maybe graphical crispness in its conversion to the NES. Still the same crazy enemies, still the same six 3D levels, still the same maddeningly frustrating gameplay...



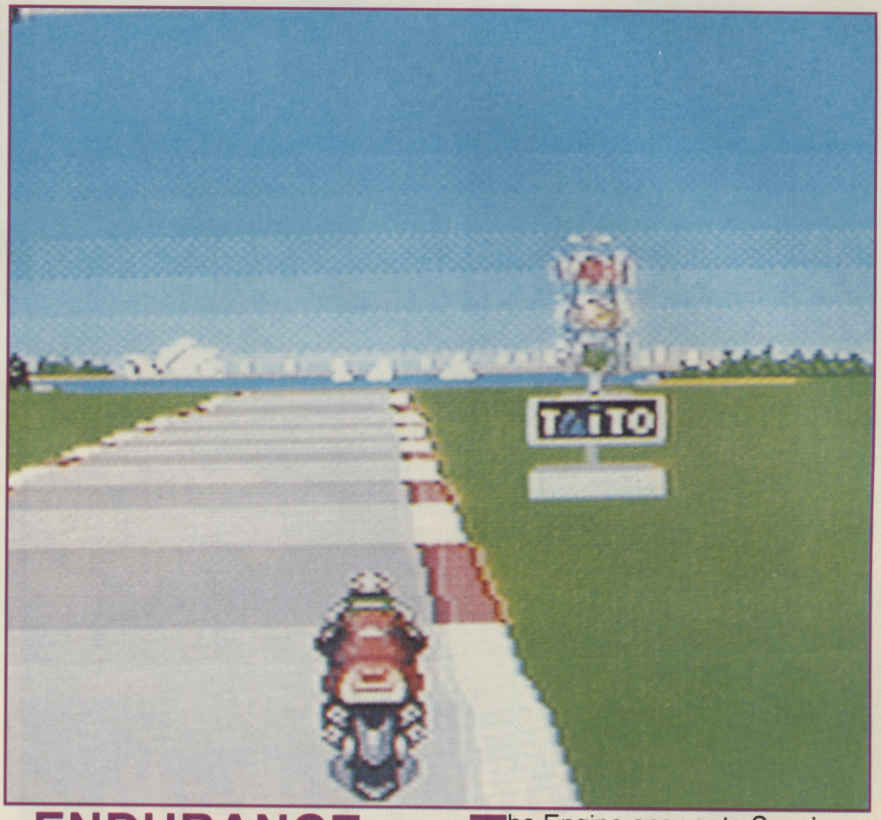
DYNAMITE DUX

SEGA MASTERSYSTEM AND MEGADRIVE

Sega's wackiest beat 'em up ever. Thump the socks off springy kangaroos, sausage dogs, bouncy mooses... the list goes on. The arcade game wasn't quite a classic but it was a jolly 20p's worth of fun, and judging by the screenshot, the conversion's going to be a birruvalaff. Expect the Megadrive version next year.

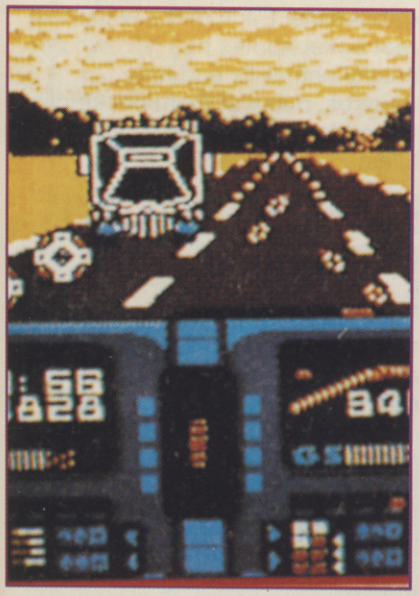
CHASE HQ
PC ENGINE

"Go Mr Driver!" With this cop car coin-op conversion you can imagine yourself being Starsky AND Hutch, speeding after felons in a Posrche, flashing cherry-light on the roof and innocent pedestrians diving for cover. The arcade game was brilliant stuff and the Engine version is bound to be on every owner's Christmas list.



ENDURANCE MOTORBIKE RACING
PC ENGINE

The Engine answer to Sega's Super Hang-On lets you ride a mighty racing bike against the world's best on courses from around the globe. How well it compares to the Megadrive conversion of SH-O we'll see in November.



KNIGHT RIDER SPECIAL
PC ENGINE

Play Michael Knight at the wheel of his fabulous computerised car KITT and take out enemies of society around the world. There's lots of driving and blasting action guaranteed in this game of the TV series, which is due out in December.

SUPER DARIUS
PC ENGINE

As you can see from the pic, this conversion of the old arcade three-screen blaster certainly looks superb, but that's because it's vast array of scintillating sprites and stunning scenery are stored on CD-ROM. There is a cartridge version planned but unfortunately that won't be around until next year.

MR HELI
PC ENGINE

Irem's cutesy heli-blast should hit the Engine in November. Previous Irem licenses (The R-Types and Vigilante) were very well executed and this one looks like it's going to maintain the high standard.

SHINOBI
PC ENGINE

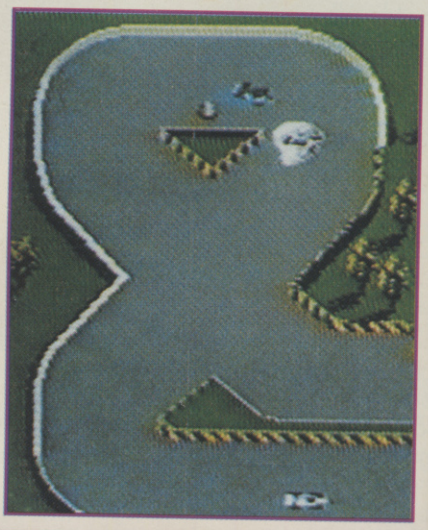
The children of world leaders are being held to ransom and it's up to you, a lone Ninja, to rescue them. A conversion of the hit Sega beat 'em up arcade game which looks as though it'll pack quite a punch when it hits the streets in December.

DIGITAL CHAMP
PC ENGINE

Like the arcade oldie Punch Out!!, this game gives you a 3D, behind-the-gloves view of a boxing match in which you are one of the protagonists! Each of the whopping great boxer sprites has his own personality and skills and manoeuvres, many of them not strictly catered for in the Queensbury Rules!

SUPER SPRINT
NINTENDO

A conversion of Atari's highly addictive, multi-player, viewed-from-above arcade racer. Seven tracks, power-up wrenches and hours of fast-moving fun make this a cart to look out for.



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